Doomsday Engine - Bug #78

jHexen: setmap x / -warp x

2003-06-23 09:04 - e6y

Status:	Closed	**Start date:**	2003-06-23
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:	1.7.10		

Description

demos in attach show difference between normal change level (from first to second) and "setmap 2" from in-game console or via cmd "jHexen.exe -warp 2"
(original hexen does't have this bug)

Labels: jHexen Multiplayer

History

#1 - 2003-06-23 09:05 - e6y

jHexen demo

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/598c77ba/8521/attachment/setmap.zip

#2 - 2003-06-30 20:29 - skyjake

Logged In: YES
user_id=717323

This should be fixed in 1.7.11.

NOTE: Don't use "setmap". In singleplayer games, use the regular "warp" command. "setmap" will actually set up a co-op/dm game, and it's only supposed to be used in multiplayer games.