

Doomsday Engine - Bug #793

HeXen: Mana giving script on Dark Crucibe not functioning

2009-09-30 12:30 - vermil

Status: Closed	Start date: 2009-09-30
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	
Description	
The Dark Crucible is the final map of HeXen.	
The mana giving switches in the room before the halls don't spawn any mana or Dark Bishops in Beta6.6 and also don't reset once they have been used (you should be able to use them infinitely).	
Labels: jHexen Gameplay	

History

#1 - 2009-09-28 23:42 - danij

Fixed for 1.9.0-beta6.8