

## Doomsday Engine - Bug #80

### jHexen: Trigger doesn't work (old bug)

2003-06-23 09:11 - e6y

<b>Status:</b> Closed	<b>Start date:</b> 2003-06-23
<b>Priority:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> trigger doesn't work if second part of two-phrase message (in this case: "on the seven portal") has not time to be displayed (activate trigger and quick exit from sub-level)  (original hexen has this bug too)  <b>Labels:</b> jHexen Gameplay	

#### History

#1 - 2003-06-23 09:11 - e6y

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/80d095cd/a89a/attachment/quick\\_exit.zip](http://sourceforge.net/p/deng/bugs/_discuss/thread/80d095cd/a89a/attachment/quick_exit.zip)

#2 - 2003-06-25 11:41 - e6y

Logged In: YES  
user\_id=412504

no bug  
I have looked realization of this script:

```
printbold(s:"ONE THIRD OF THE PUZZLE HAS BEEN SOLVED");  
delay(const:96);  
printbold(s:"ON THE SEVEN PORTALS");  
if(gametype() != GAME_NET_DEATHMATCH) {  
ACS_Execute(const:20, 2, 0, 0, 0);  
}
```

```
>delay(const:96);  
3 seconds...  
Script paused at fast exit to "seven portal"
```