

Doomsday Engine - Bug #863

jHexen: impassable doorway (polyobjs?)

2010-02-02 14:56 - gobhuo

Status:	Closed	Start date:	2010-02-02
Priority:	High	% Done:	100%
Assignee:	danij		
Category:			
Target version:	1.9.0-beta6		
Description			
After going to Guardian of Ice and back, I can't pass through the opened doors. In the attached savegame, player stands just in front of them.			
Labels: jHexen Gameplay			

History

#1 - 2010-02-02 14:56 - blinkfrog

I can confirm. In addition to crashing during loading savegames, it makes jhexen totally unplayable.

#2 - 2010-02-16 17:30 - danij

Fixed for 1.9.0-beta6.9

#3 - 2010-04-01 12:16 - gobhuo

doomsday.out & savegame(probably)

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/357e06f3/b8f1/attachment/runtime.zip