

Doomsday Engine - Bug #906

[XG] Power class if health below

2010-05-06 14:01 - vermil

Status:	Closed	Start date:	2010-05-06
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:	Regression		
Target version:	1.15		
Description			
<p>If the player activates a power class XG line that adds armour and their armour is above the maximum amount specified by the XG line, their armour is reset to this maximum amount rather than the line simply having no effect.</p> <p>For instance if the player has 200 armour and crosses an XG line that will give them armour if their armour is below 100, the players armour will be changed to 100.</p>			
Labels: XG			

Associated revisions

Revision 2480539a - 2014-10-16 03:52 - daniij

Fixed|XG: Player armor set to limit when triggering XG 'power' class lines

Due to refactoring oversight back in 2009, the logic of the XG power line class was changed to the effect that the player's armor value would be set to the min/max limit if the amount of armor to give/take was above/below that which the player currently has.

IssueID #906

History

#1 - 2013-10-22 19:33 - skyjake

- Tags set to XG
- Category set to Defect
- Target version deleted (1.8.6)

#2 - 2014-10-16 03:49 - daniij

- Status changed from New to In Progress
- Assignee set to daniij
- Target version set to 1.15

#3 - 2014-10-16 03:53 - daniij

- Status changed from In Progress to Closed
- % Done changed from 0 to 100

#4 - 2014-10-16 04:04 - daniij

- Category changed from Defect to Regression