

Doomsday Engine - Bug #2146

[Hexen] Dragon Chapel - Game Breaking Bug (needs testing)

2015-12-28 15:18 - BFG10K

Status:	Closed	Start date:	2015-12-28
Priority:	High	% Done:	0%
Assignee:	skyjake		
Category:	Defect		
Target version:	Vanilla / Gameplay		
Description			
Heresiarch's Seminary is showing I've solved 8 out of 9 puzzles (eight icons are lit on the wall), The final switch is behind these pillars but they haven't separated like the should've, so I can't proceed unless I noclip. I've attached a save game with the problem.			

History

#1 - 2016-11-04 18:29 - skyjake

- Tags set to Hexen, Gameplay
- Subject changed from Hexen Dragon Chapel - Game Breaking Bug to [Hexen] Dragon Chapel - Game Breaking Bug
- Category set to Defect
- Assignee set to skyjake
- Target version set to 2.0 – Home UI & Packages

#2 - 2016-11-20 14:44 - skyjake

- Priority changed from Normal to High

#3 - 2017-01-02 10:16 - skyjake

It is possible that this is another manifestation of bug [#2157](#) (script getting stuck waiting for notification), but it's difficult to say for certain without taking a closer look.

#4 - 2017-03-12 09:41 - skyjake

- Target version changed from 2.0 – Home UI & Packages to 2.0.1

#5 - 2017-04-02 20:43 - skyjake

- Subject changed from [Hexen] Dragon Chapel - Game Breaking Bug to [Hexen] Dragon Chapel - Game Breaking Bug (needs testing)

#6 - 2017-04-02 20:43 - skyjake

- Status changed from New to Feedback

#7 - 2017-04-12 07:31 - skyjake

- Target version changed from 2.0.1 to 2.0.2

#8 - 2017-06-24 09:21 - skyjake

- Target version changed from 2.0.2 to 2.0.3

#9 - 2017-07-27 12:21 - skyjake

- Target version changed from 2.0.3 to 72

#10 - 2017-07-28 14:30 - skyjake

- Target version changed from 72 to 74

#11 - 2018-08-29 13:00 - skyjake

- Target version changed from 74 to 72

#12 - 2018-10-27 16:08 - skyjake

- Status changed from *Feedback* to *Closed*

- Target version changed from *72* to *Vanilla / Gameplay*

I can't do anything about this right now, but we can reopen the issue if necessary.

Files

hex0.save	120 KB	2015-12-28	BFG10K
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