

## Doomsday Engine - Bug #2357

### [Hexen] Warping while player is dead leads to inoperable player weapon

2019-11-30 22:15 - skyjake

<b>Status:</b>	Closed	<b>Start date:</b>	2019-11-30
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Regression		
<b>Target version:</b>	2.2 (2019)		
<b>Description</b>			
At least in Hexen:			
<ol style="list-style-type: none"><li>1. Die in combat.</li><li>2. Warp to another map using the console.</li><li>3. The player weapon is immediately lowered and cannot be brought up.</li></ol>			

#### Associated revisions

##### Revision 92f3df8f - 2019-12-03 17:53 - skyjake

Fixed|Hexen: Workaround for warping while dead

IssueID #2357

##### Revision 5f4b16c0 - 2019-12-03 18:01 - skyjake

Fixed|Hexen: Workaround for warping while dead

IssueID #2357

#### History

##### #1 - 2019-12-03 17:54 - skyjake

- Category changed from Defect to Regression
- Status changed from New to Resolved
- % Done changed from 0 to 100

The problem was that after warping, player state would be restored to what it was before the warp (zero health).

This is likely a bug in GameSession management when it comes to hubs and player state. Normally inside hubs, player state should be restored between warps, but warping as a dead player is special case that should lead to a normal reborn event. The player does get respawned as alive, but then the zero health is restored afterwards.

##### #2 - 2019-12-03 19:09 - skyjake

- Subject changed from Warping while player is dead leads to inoperable player weapon to [Hexen] Warping while player is dead leads to inoperable player weapon

##### #3 - 2019-12-17 11:18 - skyjake

- Status changed from Resolved to Closed