

## Doomsday Engine - Bug #2428

### Hexen: inconsistent saves

2020-09-07 15:34 - thesourcehim

<b>Status:</b>	New	<b>Start date:</b>	2020-09-07
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>	Deng Team		
<b>Category:</b>	Defect		
<b>Target version:</b>	2.3.x		
<b>Description</b>			
When I save my game in shadow woods in the area where you open the portal to caves after floor parts moved, I often find myself falling through floor to death even if I saved in a safe position.			

### History

#### #1 - 2020-09-08 08:18 - thesourcehim

I fall when I load a game from that save, not right after save, sorry forgot to write that.

Update: I also noticed something weird happening with moving walls in Griffin Chappel. If I save after the walls started to move and then load, the walls' moving patterns seem misplaced.

#### #2 - 2020-10-19 16:44 - thesourcehim

This clipping bug happened today in Ultimate Doom E4M2. There are stairs leading to an area before exit, saving on one of the steps and then loading that save can result in falling right through the step. Looks like it happens when saving on small areas.

#### #3 - 2020-12-07 15:34 - skyjake

- Target version changed from 85 to 2.3.x

### Files

hex1.save	30.1 KB	2020-09-07	thesourcehim
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