

## Doomsday Engine - Bug #57

### jHexen: Weapon pieces bob only partially

2003-05-30 21:19 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-05-30
<b>Priority:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.7.9	
<b>Description</b>	
S. Howe reports:	
(i) Start JHexen for HEXEN.WAD	
(ii) Start a new game in Mage mode, choosing 'Warlock' difficulty	
(iii) Do 'VISIT15'. You should be on 'Griffin Chapel' level	
(iv) Do 'SATAN' to enter God mode.	
(v) Do 'NRA' to give yourself all weapons	
(v) Move in a westerly direction (see Tab map) and then south. Destroy any enemies.	
It should be such that there are 2 sets of vertical bars blocking your way further south down the steps. Between the 2 sets of vertical bars is a grid with a Chaos Serpent, a Quartz flask and the head of the BloodScourge (4th weapon)	
(vi) Watch the motion of the BloodScourge part. You should notice that it bobs up but it "rests" on coming down. The floor of Griffin Chapel stops it from moving. The same is true for all other parts of Cleric & Fighter 4th weapon parts (easily observable on "Desolate Garden " where all 3 parts of the 4th weapon appear).	
<b>Labels:</b> jHexen	