

## Doomsday Engine - Bug #762

### Swamp Key panel doesn't light up after hitting switch

2009-09-07 21:11 - roffalcopter

<b>Status:</b> Closed	<b>Start date:</b> 2009-09-07
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b> Well, I just finished hitting all the switches on Shadow Wood, and to my surprise, the first panel on the left, the green one of the swamp key, isn't lit. I double checked both switch locations and they are both pulled. I'm not sure which switch it represents, but if it is the one on Caves of Circe then I guess Caves of Circe is kind of glitched... most of the times when I get my saves corrupted it's there, and I can't save after getting the Cave Key or else I'll get it corrupted (unless I leave the sublevel first).	
<b>Labels:</b> jHexen Gameplay	

#### History

##### #1 - 2009-09-08 01:40 - danij

According to the Hexen walkthrough; this is the correct behaviour.

##### #2 - 2010-04-04 17:44 - roffalcopter

OK, I finally found out what I was missing... I was missing the Horn Key switch on the Swamp. I wonder if it's supposed to be like this, ie the swamp panels represent switches on the swamp rather than swamp key switches?  
If it is then ok, I was wrong yet once again. ^^"