

Doomsday Engine - Bug #769

Warping from map with hub exit to another hub plays anim

2009-09-09 10:05 - vermil

Status:	Closed	Start date:	2009-09-09
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta6		
Description			
In HeXen, using Beta6.6, if you use the map cheat on a map which features post map text, to warp to a higher map, said post map text is displayed.			
Labels: Data			

History

#1 - 2009-09-17 17:50 - vermil

If you use the map warp cheat from the final level of a hub to go to a later level, the ending text of the hub you have just warped from is displayed. Closing said text will then take you to the level you entered with the cheat.

For instance, say you try to warp from Map12 (Hypostyle), the final level of hub2, to say Map28 (Menelkir's Tomb), one of the tomb maps on hub5, you will first be presented with hub2's ending text before you go to Map28.

#2 - 2009-09-18 12:26 - daniij

Fixed for 1.9.0-beta6.8

#3 - 2010-04-04 19:10 - daniij

Can you please elaborate on this report as I'm unsure as to what you are referring to.