

Doomsday Engine - Bug #949

[Hexen] Crash on returning to Heresiarch's Seminary

2011-02-08 17:37 - vermil

Status: Closed	Start date: 2011-02-08
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	
Description	
Pressing the puzzle switch in the Wolf Chapel and then returning to the Heresiarch's Seminary causes Dday 1.9 Beta 6.9 to crash with a windows error.	
More information can be found here: http://www.dengine.net/forums/viewtopic.php?f=7&t=497	
One notes that all these crashes with travelling through portals in HeXen using Beta 6.9, seem to relate to whether the player has activated a script that affect another map (and tries to travel to the affected map).	
Labels: jHexen Gameplay	

History

#1 - 2011-02-08 17:46 - danij

Fixed for the upcoming 1.9.0-beta6.10

#2 - 2013-09-21 18:16 - vermil

For reference: the Heresiarch's Seminary is map 13 (map27), and the main map/name of Hub3.

The Wolf Chapel is map 19 (map34) and the puzzle switch in question is in sector 204 (with noclip, walk forward from the start through the wall and you are in sector 204).