

## Doomsday Engine - Bug #971

### Hexen - death on weapon pickup

2011-10-23 21:52 - ghaan

<b>Status:</b> Closed	<b>Start date:</b> 2011-10-23
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.7 Unstable	
<b>Description</b> Join a multiplayer game in coop mode and pickup a weapon. On weapon pickup, instant death follows, animation of fire burning on the left, no hud, no weapons, I can move but cant interact with environment. Reproducible: always Tested in 1.9.7, <a href="#">#294</a> under Windows 7 64bit and openSUSE 11.4 64bit (used Ubuntu and compiled binaries)	
<b>Labels:</b> jHexen Multiplayer	