

## BGII:EE Public Bugs - Bug #23071

### [Multiplayer] Game should not remain in cutscene if chapter 2 cutscene is skipped

04/26/2016 01:24 PM - Richard Hilton

<b>Status:</b>	Closed - Fixed	<b>Start date:</b>	04/15/2016
<b>Classification:</b>	A - Critical	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	2.2.66.0		
<b>Found In Version:</b>	2.1.63.2		

**Description**

1. Load the attached multiplayer save.
2. Assign Yoshimo to a client device.
3. Exit North and travel to the Slums.
4. Respond to Gaelan Bayle (2, 1, 1, 2).
5. On arrival, respond to Gaelan Bayle again (1, 1, 1, 1, 3, 2).
6. Skip the chapter text on host and client (Esc).
7. Host: Skip the chapter cutscene (Esc).

**Observed**  
Host and Client are locked into cutscene and game has to be closed via Task Manager.

**Expected**  
Cutscene should end and control returned to players.

**Note**  
Internal report #22780  
  
Detected in v2.1.63.2

#### History

**#1 - 04/26/2016 01:25 PM - Richard Hilton**

- Target version set to Next Update

**#2 - 04/26/2016 01:41 PM - Richard Hilton**

- Status changed from New to Submitted

**#3 - 04/27/2016 04:08 PM - Anders Svensson**

- Target version deleted (Next Update)

**#4 - 05/02/2016 05:54 PM - Anders Svensson**

- Target version set to Next Update

- Found In Version set to 2.1.63.2

**#5 - 05/16/2016 05:01 PM - Richard Hilton**

- Status changed from Submitted to Closed - Fixed

**#6 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne**

- Target version changed from Next Update to 2.2.66.0

#### Files

999001227-MP to Gaelan Bayle.zip

115 KB

04/15/2016

Richard Hilton