

SoD Public Bugs - Bug #23108

(Area) BD0101 - Search map and wallpolys at the Ducal Palace entrance should be made identical to BD0010

04/26/2016 03:55 PM - Richard Hilton

Status: Closed - Fixed	Start date: 01/24/2016
Classification: C - Minor	Due date:
Assignee:	% Done: 100%
Category:	Estimated time: 0.00 hour
Target version: 2.2.66.0	
Found In Version:	

Description

1. Start a new game with Abdel pregen and skip the intro.
2. Jump to BD0101 and Explore() if not already explored.
3. Right Click on the travel region to the ducal palace "TranBD0102" to move to the point without traveling to BD0102.

Observed

You are not covered by the bars and you cannot move deep into the gate, see attached screenshot. This is not an issue in BD0010, an area nearly identical to BD0101.

Expected

The relevant wallpolys are ported from BD0010 and the search region close to the entrance is made identical to the corresponding regions in BD0010.

Note

Internal report #18808

History

#1 - 04/26/2016 05:30 PM - Richard Hilton

- Status changed from New to Submitted

#2 - 05/13/2016 06:08 PM - Filip Flechtner

- Status changed from Submitted to Closed - Fixed

- % Done changed from 0 to 100

This was already fixed as of v2.0.62.2. The ticket was moved to later versions by mistake.

#3 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne

- Target version changed from Next Update to 2.2.66.0

Files

NotCoveredByBars.jpg	414 KB	01/24/2016	Robert "Galactygon" Rath
BD0101_BD0010_Comparison.jpg	506 KB	03/12/2016	Robert "Galactygon" Rath
transparentbars.jpg	598 KB	04/07/2016	Alan Watson "ajwz"