

Kingdom Come: Deliverance - Bug #626

General Cutsceen Inventory Problem

01/30/2017 08:42 PM - Backer blacksmith

Status: Acknowledged Priority: Normal Assignee: Category: Steam or Launcher:	
Description It's a general problem with the cutsceens (not only at the battle #625). If you are in the inventory and a cutsceen starts you get a mix between the cutsceen and the inventory background layer. This is possible if the cutsceen is triggered by a timer (end of battle) or event (enter the mine of Reeky). Only if the cutsceen starts by dialog, you can't be at the same time in the inventory. Possible fixes: Close first the inventory(automatically), or change the priority of the inventory layer. P.S To enter the trigger zone at Reekys mine you have to ride and change in the last moment into the inventory...	

History

#1 - 01/31/2017 08:12 AM - ProkyBrambora (QA Team)

- Status changed from New to Acknowledged

Hi,

This issue was already solved some time back... partially though, as I have just learned.

Because apart from alpha/beta the time while in inventory is now heavily slowed, which means the effect can be seen only after a loooong time in the inventory.

Thanks for the report!

Files

screenshot0038.jpg	246 KB	01/30/2017	Backer blacksmith
screenshot0010.jpg	439 KB	01/30/2017	Backer blacksmith