

OpenMW - Bug #1768

Paralyzed NPCs Talk With Closed Mouths

08/07/2014 09:12 AM - Marshall Styczinski

Status:	New	Start date:	08/07/2014
Priority:	Low	% Done:	0%
Assignee:			
Category:	Game Mechanics		
Target version:	openmw-future		
Reproducibility:	Always	Severity:	Minor
Operating system:	Linux		

Description

Paralyze an NPC one or more times as necessary until they taunt you. The script is read and displayed, but the NPC's mouth remains shut.

History

#1 - 08/07/2014 11:01 PM - scrawl .

Not sure what the expected behaviour would be. Should paralyzed NPCs be able to move their mouths? Or should they not be able to talk whatsoever (thus interrupting anything they previously said)?

#2 - 08/07/2014 11:12 PM - Marshall Styczinski

I've wondered about this in the past too, and I would think the NPC's mouth would be paralyzed along with the rest of their body. If an NPC dies while saying something they continue to speak as well.

#3 - 08/28/2014 01:55 PM - Marc Zinnschlag

- Target version changed from openmw-0.32 to openmw-0.33

#4 - 10/11/2014 01:08 PM - Sergey "Shnatsel" Davidoff

Both of these issues are present in vanilla Morrowind.

#5 - 10/17/2014 02:55 PM - Marc Zinnschlag

- Target version changed from openmw-0.33 to openmw-future

Moving to future instead of 0.34.0, because this issue is also present in vanilla MW and therefore does not need fixing in 1.0.