Interaction stuck

It's possible to have the lock set by dialogs to be set indefinitely.
The lock prevents you from walking and using E to interact.

It seems to be caused by somehow breaking out of a dialog.
There are 2 main ways i know how this can happen:

- Pressing the movement keys during the ending phase of a conversation can cause this rarely
- Being in conversation with the ferry guy when the time runs out

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Revision #1
Created 28 February 2022 17:38:55 by Walter
Updated 28 February 2022 17:43:07 by Walter