

## Doomsday Engine - Bug #1047

### [Doom] jDRP ammo box not loading

2012-05-20 19:05 - magmarock

<b>Status:</b> Closed	<b>Start date:</b> 2012-05-20
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.8	

**Description**

Hi there, this build has issues with some plugins.

1. the resource pack seems to work with all 3D models except the ammo box for the mini gun and pistol.
2. some addons don't work at all. The Sycraft sound remixes don't work nether do the slide-skyboxes addon.
3. the E1 7 glitch where the pillar housing a few zombies is still stuck, this is a clipping issue.

#### History

##### #1 - 2012-05-18 07:37 - skyjake

Issue 3 has a report: [https://sourceforge.net/tracker/?func=detail&aid=2962837&group\\_id=74815&atid=542099](https://sourceforge.net/tracker/?func=detail&aid=2962837&group_id=74815&atid=542099)

##### #2 - 2012-05-21 03:36 - danij

Re Issue 2:

I've just tried slide-doom2-sky1.pk3 available from <http://dengine.net/addons> and it appears to work fine for me in 1.9.8 on Windows.

##### #3 - 2012-05-21 07:26 - danij

Re Issue 2:

I've just tried jdmu-all-remix-Sycraft-v4.pk3 also available from <http://dengine.net/addons> and it too appears to work correctly for me in 1.9.8 on Windows.

##### #4 - 2012-05-21 07:32 - magmarock

Well I fixed The Sycraft sound issues but the other remain.

##### #5 - 2012-05-21 08:16 - danij

- **status:** open --> closed

##### #6 - 2012-08-30 15:57 - danij

Closing as issues #1 and #2 have been resolved and #3 is a duplicate of [#861].