

## Doomsday Engine - Bug #1050

### [Chex] Menus use Doom's skill level names

2012-06-05 03:30 - kevin122673

<b>Status:</b> Closed	<b>Start date:</b> 2012-06-05
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.8	
<b>Description</b>	
<p>When using chex.wad from the Chex Quest CD if the chex.wad is used as an iWAD, the difficulty menu is displayed as the Doom difficulty menu. if the chex.wad is used as an iWAD and the chex.wad is also selected as an Addon, the difficulty menu is displayed correctly.</p> <p>When using chex3.wad from the <a href="http://www.chucktropolis.com/gamers.htm">http://www.chucktropolis.com/gamers.htm</a> if the chex3.wad is used as an iWAD the Episode menu is NOT displayed. if the Chex3.wad is used as an iWAD the difficulty menu is displayed as the Doom difficulty menu.</p> <p>Running Windows 7 64-bit</p> <p><b>Labels:</b> Chex</p>	

#### History

##### #1 - 2012-08-25 20:43 - danij

- **labels:** jDoom --> Chex

- **summary:** Chex Quest menus use Doom's skill level names --> [Chex] Menus use Doom's skill level names

##### #2 - 2012-08-27 20:05 - danij

- **status:** open --> fixed

##### #3 - 2012-12-30 18:53 - danij

Fixed for the upcoming Doomsday v1.9.9.