

Doomsday Engine - Bug #1119

Non-functional secret exit (No Rest For The Living)

2013-04-21 19:21 - logax2013

Status: Rejected	Start date: 2013-04-21
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version: 1.9.0-beta6	
Description	
In "No Rest For The Living" not come from the secret exit (MAP04) to the secret level (MAP09).	
Tested WADs: d4c3cb51899e8c399d0ea48cfcc87c53 d2_nrftl.wad 967d5ae23daf45196212ae1b605da3b0 NERVE.WAD (BFG-Edition)	

History

#1 - 2013-07-17 04:28 - danij

- **Priority:** 1 --> 5

#2 - 2015-03-11 23:21 - danij

- *Subject changed from secret exit in No Rest For The Living to Non-functional secret exit (No Rest For The Living)*

- *Status changed from New to Rejected*

BFG Edition and the extension episode No Rest For The Living are not presently supported (RFE [#1575](#) covers this, also).