

## Doomsday Engine - Feature #2155

### BOOM support for sunlust.wad

2016-04-02 01:34 - underskyzx

<b>Status:</b>	New	<b>Start date:</b>	2016-04-02
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	3rd party compatibility		
<b>Target version:</b>	Vanilla / Gameplay		
<b>Description</b>			
Right when the first map starts it's necessary to activate a block with a painted skull (can't miss it, no other path to go) but nothing happens.			
I tried to rebind the "use" key but looks like it's static, which renders this awesome award wining megawad unplayable on Doomsday Engine.			
<b>Related issues:</b>			
Related to Feature #1768: Boom compatibility		<b>Progressed</b>	<b>2004-02-08</b>

### History

#### #1 - 2016-08-07 10:40 - skyjake

- Tags changed from sunlust boom compatibility to Boom, Gameplay

#### #2 - 2017-07-18 11:04 - skyjake

- Target version set to Vanilla / Gameplay

#### #3 - 2019-11-29 23:28 - skyjake

- Related to Feature #1768: Boom compatibility added