

Doomsday Engine - Bug #249

Dead Simple unable to exit.

2005-08-23 00:00 - shmacky

Status: Closed	Start date: 2005-08-23
Priority: Low	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description In jDoom while playing the Doom2.wad I sometimes encounter instances when playing level "Dead Simple" the lift goes up too far. Normally the lift goes up 1 space which allows you to exit the level. I think when 2 monsters die at the same time it causes the lift to go up 2 spaces. The makes exiting the level impossible without the jump function.	
Labels: jDoom Gameplay	

History

#1 - 2005-08-28 20:25 - danij

Logged In: YES
user_id=849456

This bug has been in Doom2 since the begining. Though it is quite rare.