

Doomsday Engine - Bug #721

Paused game while opened menu bug

2009-06-18 21:54 - xxmiltexx

Status: Closed	Start date: 2009-06-18
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	

Description

If the player is standing on a floor with a height of -40 and you press Escape to get into the menu the game won't pause correctly (mobjs can still move, attack, etc.)

Screenshots:

Heretic: Map 02 (near the Blue Key Door)

<http://img41.imageshack.us/img41/8115/hereticext000.jpg>

Doom: Map 01 (outside in that water area)

<http://img26.imageshack.us/img26/222/doom2000.jpg>

Labels: Gameplay

History

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Doomsday out of Heretic and Doom

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/c4e1a73e/3e23/attachment/Doomsday.zip