

Doomsday Engine - Bug #743

No intermission screen after map30

2009-08-03 18:19 - sonicdoommario

Status: Closed	Start date: 2009-08-03
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	
Description	
Whenever you finish Map30 in any WAD, the intermission screen does not appear and takes you directly to the story ending text.	
In Doom II-based games, finishing map30 takes you to the intermission screen, unlike Ultimate Doom, where finishing the final level of an episode would take you to the story text.	
Labels: Gameplay	

History

#1 - 2009-08-29 07:53 - danij

Fixed for 1.9.0-beta6.6