

## Doomsday Engine - Bug #784

### TNT: YKey missing on MAP31

2009-09-23 12:25 - zoeikon

<b>Status:</b> Closed	<b>Start date:</b> 2009-09-23
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b> The yellow keycard is missing around this area in Sector 1060 of MAP31 of TNT: Evulution: X: 2739.74, Y: 2109.92, Z: 0 It's the same for every difficulty. I checked the IWAD in Doom Builder, and the keycard is set for all difficulties, but it won't show up in-game with or without mods.	
<b>Labels:</b> jDoom	

### History

#### #1 - 2009-10-03 00:05 - danij

This is a well known issue in the original release of TNT. You can find a patch which fixes this issue here: <http://www.teamtnt.com/bugfixes.htm>  
(install this ZIP as an addon in the Doomsday Frontend (aka Snowberry) and then enable it when playing DOOM2:TNT).