

## Doomsday Engine - Bug #959

### [Doom] Crushed bad guys and tag666

2011-03-31 15:01 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2011-03-31
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Vanilla emulation		
<b>Target version:</b>	Vanilla / Gameplay		
<b>Description</b>			
<p>I just tried E1M8 of this episode 1 map set in both Dday 1.8.6 and beta 6.9 and the 666 tag wasn't always triggering. I concluded that it was on account of at least one of the Barron's probably being turned into a gib pile by the crushers, before it's death states reached A_BossDeath.</p> <p><a href="http://www.doomworld.com/vb/wads-mods/54849-double-impact-release-thread/">http://www.doomworld.com/vb/wads-mods/54849-double-impact-release-thread/</a></p> <p>The wad has not been uploaded to IDgames yet, hence the above link is to the Doomworld release thread for the wad.</p>			
<b>Labels:</b> Gameplay			

#### History

##### #1 - 2013-10-22 19:46 - skyjake

- Tags set to Doom, PlaySim
- Category set to Vanilla emulation
- Target version deleted (1.8.6)

##### #2 - 2017-04-03 15:01 - skyjake

- Target version set to Modding

##### #3 - 2017-04-03 18:34 - skyjake

- Target version changed from Modding to Vanilla / Gameplay