

Doomsday Engine - Bug #100

Doom2 level 29 floor hole bug

2003-07-03 13:45 - skyjake

Status: Closed	Start date: 2003-07-03
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.10	
Description Doom2 level 29: If you walk up the long stairs (just before you encounter cyberdemon) , player falls in the invisible hole on the floor. Player can get out only if he jumps or use noclip.	
Labels: jDoom Gameplay	

History

#1 - 2003-07-03 13:45 - skyjake

(originally posted by anonymous SF.net user)

Level29 hole bug screenshot

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/7cf2e451/1418/attachment/level29bug.jpg

#2 - 2003-07-03 15:54 - skyjake

Logged In: YES
user_id=717323

This is glBSP's, not Doomsday's, fault. Solution here:

http://sourceforge.net/tracker/index.php?func=detail&aid=755502&group_id=74815&atid=542099

Short answer: run glBSP with the -fresh option.