

Doomsday Engine - Bug #1084

666 tag compat option ('any boss triggers 666') doesn't work

2012-08-30 11:49 - vermil

Status: Closed	Start date: 2012-08-30
Priority: High	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta6	

Description

The 666 tag compat option (called 'any boss triggers 666') doesn't work.

Apologies, but there's not really much more that I, as a user, can say on it; it really just doesn't seem to work.

Using this infamous wad as a test:
<http://www.doomworld.com/idgames/index.php?id=420>

And what the compat option is suppose to allow:
http://doomwiki.org/wiki/Tag_666#Difference_in_behaviour_between_Doom1_and_Ultimate_Doom

Labels: Doom

History

#1 - 2012-08-29 07:31 - danij

Merged with item [#1078] as they are all symptoms of the same faulty behavior.

- **status:** open --> closed

#2 - 2013-07-17 04:44 - danij

- **priority:** 1 --> 8