

Doomsday Engine - Bug #125

Ultimate Doom Crashes

2003-08-24 17:27 - skyjake

Status: Closed	Start date: 2003-08-24
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.12	
Description With The newest Doomsday / jDOOM engine, Ultimate Doom crashes very often in some maps. Its a moving and mouselook problem, not a sound or graphic one. DOOM 2 / Final Doom are OK. Labels: jDoom Gameplay	

History

#1 - 2003-08-31 20:43 - skyjake

Logged In: YES
user_id=717323

Still happening in 1.7.12 final?