

Doomsday Engine - Bug #150

jDoom: lost souls inside walls

2003-10-19 09:15 - yupsi

Status: Closed	Start date: 2003-10-19
Priority: Low	% Done: 100%
Assignee: daniij	
Category:	
Target version: 1.7.14	
Description i was playing doom 2 final: the plutonia experiment, map 32 (about 200 monsters), and bunch of pain elementals spawned many lost souls. 4 lost souls were spawned inside walls. (red flares were moving "at" the wall, i typed "kill", "4 monsters were killed" displayed).	
Labels: jDoom Gameplay	

History

#1 - 2003-10-19 12:03 - robinpalmer

Logged In: YES
user_id=888875

Unfortunately, this is an old doom inherent bug.