Doomsday Engine - Bug #2026

Switches (and possibly other things like them) are not usable in the doom64 plugin

2015-05-03 00:32 - rhargrave

Status:	Rejected	**Start date:**	2015-05-03
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:	Defect		
Target version:			

Description

I was toying around MAP01 of the 64TC IWAD and found that switches cannot be activated. I am not sure whether this is a code or map issue, however.

History

#1 - 2015-05-03 00:44 - rhargrave

- Status changed from New to Closed

Disregard that. The 'on' textures are missing.

I'll open a separate issue.

#2 - 2015-05-03 07:21 - skyjake

- Status changed from Closed to Rejected

We've been using the Rejected status for issues like this.

#3 - 2015-05-03 19:22 - rhargrave

skyjake wrote:

> We've been using the Rejected status for issues like this.

Ah. That status was not available to me, so I set it to `closed`.