

## Doomsday Engine - Bug #207

### Doom 1 don't start: M\_NMARE not found

2005-01-11 17:41 - hkmaly

<b>Status:</b>	Closed	<b>Start date:</b>	2005-01-11
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>			
<b>Target version:</b>	1.8.5		
<b>Description</b> When I try to run doom1, it won't start any level with error message M_NMARE not found (whole Doomsday.out attached). Options like -doom and -sdoom didn't work. prboom work with same wad without problem.			
<b>Labels:</b> jDoom			

#### History

##### #1 - 2005-01-11 17:41 - hkmaly

Doomsday.out

##### Attachments:

- <http://sourceforge.net/p/deng/bugs/discuss/thread/8304228c/c745/attachment/Doomsday.out>

##### #2 - 2005-01-11 20:10 - skyjake

Logged In: YES

user\_id=717323

jDoom only supports the latest version of each original game. More info in the F.A.Q. at DoomsdayHQ.com.

##### #3 - 2005-01-14 19:23 - hkmaly

Logged In: YES

user\_id=767052

I didn't find anything about not supporting older versions of original games in FAQ. Also, I don't know how to check if my game is latest version (I suppose it is that case, but it is not much straight). Maybe you can at least add some test into game with explanation, if you can't support older games ...

It is possible to hack new (playable) shareware doom1 wad and old (unplayable) full doom1 wad into one functional full doom1 wad ?