Doomsday Engine - Feature #2155

BOOM support for sunlust.wad

2016-04-02 01:34 - underskyzx

Status:	New	**Start date:**	2016-04-02
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:	3rd party compatibility		
Target version:	Vanilla / Gameplay		

Description

Right when the first map starts it's necessary to activate a block with a painted skull (can't miss it, no other path to go) but nothing happens.

I tried to rebind the "use" key but looks like it's static, which renders this awesome award wining megawad unplayable on Doomsday Engine.

Related issues:

Related to Feature #1768: Boom compatibility	**Progressed**	**2004-02-08**

History

#1 - 2016-08-07 10:40 - skyjake

- Tags changed from sunlust boom compatibility to Boom, Gameplay

#2 - 2017-07-18 11:04 - skyjake

- Target version set to Vanilla / Gameplay

#3 - 2019-11-29 23:28 - skyjake

- Related to Feature #1768: Boom compatibility added