

Doomsday Engine - Bug #228

DEH file level names and descriptions are ignored.

2005-03-31 14:37 - yagisan

Status: Closed	Start date: 2005-03-31
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.8.6	
Description When loading a DEH file the replacement text for the intermission screens and the level names is ignored by doomsday. I can confirm this under Linux with doom2 and alien vendetta, it was also reported here http://forums.newdoom.com/showthread.php?t=27008 by a windows user. Attached is the Doomsday.out showing the deh file being loaded and a screenshot of level 30. The screenshot should say Point Dreadful, instead it displays the standed Doom2 Icon of Sin title. Labels: jDoom	

History

#1 - 2005-03-31 14:41 - yagisan

Screenshot of wrong title

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/0d84bd2b/ba33/attachment/doom2-000.png

#2 - 2005-03-31 14:43 - yagisan

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/0d84bd2b/7f63/attachment/Doomsday.out

#3 - 2005-08-05 08:38 - yagisan

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user_id=1248824

Tried again in 1.9.0beta2. Works fine, it seems it was a user error. missing -deh before the dehackd patch.