

Doomsday Engine - Bug #23

jDoom fails to recognize Doom2.wad "00f6d407"

2003-03-13 12:00 - skyjake

Status: Closed	Start date: 2003-03-13
Priority: Urgent	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.7	
Description jDoom fails to recognize the Doom II IWAD "00f6d407". The most likely reason is that this version of the WAD is missing the two secret maps 31 and 32. jDoom assumes these maps are present and doesn't believe that the Doom 2 gamemode should be used.	
Labels: jDoom Gameplay	
Related issues:	
Related to Bug #2382: Recognizing IWAD/PWAD files with more accuracy (using C...	New 2019-12-27

History

#1 - 2019-12-27 12:55 - skyjake

- Related to Bug #2382: Recognizing IWAD/PWAD files with more accuracy (using CRC-32) added

#2 - 2019-12-27 12:55 - skyjake

- Subject changed from jDoom fails to recognize Doom2.wad "00f6d407" to jDoom fails to recognize Doom2.wad "00f6d407"