

Doomsday Engine - Bug #2354

Compatibility with TNT: Revilution (MAP30)

2019-11-26 15:49 - skyjake

Status:	In Progress	Start date:	2019-11-26
Priority:	Normal	% Done:	50%
Assignee:	skyjake		
Category:	3rd party compatibility		
Target version:	Modding		
Description			
☐☐ Sprite replacements fail to show: The map 30 uses de hacked nazi and keens replacements. Nazis are plasma turrets and keens are rocket turrets.			
One room depends on a flag where the player can be telefragged or the spawn cubes fail to disappear to allow monsters to spawn in as a wall slowly lowers.			
/idgames: https://www.doomworld.com/idgames/levels/doom2/megawads/tnt			
Related issues:			
Related to Feature #1666: [Dehacked] Support for sprite renaming		Closed	2013-11-25

History

#1 - 2019-11-27 06:00 - skyjake

- Related to Feature #1666: [Dehacked] Support for sprite renaming added

#2 - 2019-12-18 21:41 - skyjake

- Description updated

- Status changed from New to In Progress

- Assignee set to skyjake

- % Done changed from 0 to 50

The patched sprites should now be working.