

Doomsday Engine - Bug #249

Dead Simple unable to exit.

2005-08-23 00:00 - shmacky

Status:	Closed	Start date:	2005-08-23
Priority:	Low	% Done:	100%
Assignee:	daniij		
Category:			
Target version:			
Description In jDoom while playing the Doom2.wad I sometimes encounter instances when playing level "Dead Simple" the lift goes up too far. Normally the lift goes up 1 space which allows you to exit the level. I think when 2 monsters die at the same time it causes the lift to go up 2 spaces. The makes exiting the level impossible without the jump function. Labels: jDoom Gameplay			

History

#1 - 2005-08-28 20:25 - daniij

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This bug has been in Doom2 since the begining. Though it is quite rare.