

## Doomsday Engine - Bug #286

### 666 tag on E4M6 of UD

2006-05-31 08:17 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2006-05-31
<b>Priority:</b> Urgent	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta4	
<b>Description</b> The sector tagged 666 on E4M6 of Ultimate Doom attempts to lower to the floor, rather than open like a turbo door, when the Cyber Demon is killed.	
<b>Labels:</b> jDoom Gameplay	

### History

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#### #1 - 2006-08-18 14:40 - danij

Logged In: YES  
user\_id=849456

Fixed in SVN for 1.9.0-beta5.