

## Doomsday Engine - Bug #353

### Heretic - E2M8 - portals do not lower on death of bosses

2006-09-03 02:29 - stephenhowe

<b>Status:</b> Closed	<b>Start date:</b> 2006-09-03
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta4	
<b>Description</b>	
Hi	
This is for "Shadow of the Serpent Riders" WAD	
<ol style="list-style-type: none"><li>1. Start Heretic on v.1.9.0- beta4</li><li>2. Play on "Smite-meister" difficulty</li><li>3. Start any episode</li><li>4. Do keyboard command "ENGAGE28" and follow with "RAMBO", "QUICKEN"</li><li>5. Go and beat the Maulotaurs</li><li>6. The wooden portals in the centre which are supposed to lower on the death of the last Maulotaur do not.</li></ol>	
Stephen Howe	
<b>Labels:</b> jHeretic	

#### History

#1 - 2006-09-03 03:55 - zachkeene

Logged In: YES  
user\_id=1103163

Same issue as the E1M8 and E3M8 bugs. It's been fixed in SVN.