

Doomsday Engine - Bug #370

DOOM64TC: HOM in E1M01

2006-09-23 12:08 - mrdarka

Status: Closed	Start date: 2006-09-23
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description A HOM appears in the room near the exit in E1M01. Screenshot attached.	
Labels: jDoom64	

History

#1 - 2006-09-23 12:08 - mrdarka

HOM in E1M01

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/2d5b911f/5c65/attachment/003.jpg

#2 - 2006-09-23 13:28 - danij

Logged In: YES
user_id=849456

This appears to be a bug in glBSP and not Doomsday. Please forward this on to glBSP.

<http://sourceforge.net/projects/glbsp/>

#3 - 2006-09-23 14:43 - mrdarka

Logged In: YES
user_id=1042746

Filed a bug:

http://sourceforge.net/tracker/index.php?func=detail&aid=1564102&group_id=10592&atid=110592

#4 - 2006-09-30 16:12 - danij

Logged In: YES
user_id=849456

Closing as it doesn't appear to be a problem in Doomsday.