

Doomsday Engine - Bug #373

jDoom64: Broken behaviour in E1M12

2006-09-30 08:12 - mrdarka

Status: Closed	Start date: 2006-09-30
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description After killing the imps and the demons and entering the first temple, lots of mancubi spawn in and you get stuck in them.	
Labels: jDoom64 Gameplay	

History

#1 - 2006-11-10 21:35 - zachkeene

Logged In: YES
user_id=1103163

I also get this in E1M1 in the secret area with the supercharge (around 467,460,192) where a shotgun guy is supposed to spawn behind you when you try to collect it.

#2 - 2008-10-25 00:19 - danij

Closing as out of date. Far too many changes have occurred within both the engine and jDoom64 to follow this up. Please re-test with current svn and see if the problem persists.