

Doomsday Engine - Bug #374

jDoom64: No monsters in E1M33, E1M35

2006-09-30 08:14 - mrdarka

Status: Closed	Start date: 2006-09-30
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description IIRC and judging by the screenshots on Doom Depot, monsters are supposed to spawn-in in these maps, but there's no sign of them in doomsday.	
Labels: jDoom64 Gameplay	

History

#1 - 2008-10-25 00:20 - 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Closing as out of date.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.