Doomsday Engine - Bug #378

Heretic - Stairs fail to activate

2006-10-07 04:26 - evilmrhenry

Status:	Closed	**Start date:**	2006-10-07
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:	1.9.0-beta4		

Description

In Heretic, in the Citadel and Cathedral levels, there are stairs that are triggered by switches; both fail to activate. However, in the Docks level, the stairs that activate automatically work.

Labels: jHeretic Gameplay

History

#1 - 2006-10-07 13:33 - danij

Logged In: YES
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This has already been fixed in SVN. Please look through the existing bugs before submitting to avoid unnecessary duplication.

Deleting as duplicate.