

## Doomsday Engine - Bug #442

### Final Doom, TNT hangs in level 8

2007-03-31 20:58 - yannara

<b>Status:</b> Closed	<b>Start date:</b> 2007-03-31
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> Final Doom, TNT hangs in level 8, where the red key is available (outside on the water). Game freezes totally when you come outside and there is no other way, just to kill the process. This happened twice, at exactly the same place.	
<b>Labels:</b> jDoom Gameplay	

#### History

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##### #1 - 2007-04-01 10:47 - yannara

Logged In: YES  
user\_id=1754088  
Originator: YES

Sorry for the double message :(

##### #2 - 2007-04-30 17:01 - danij

Logged In: YES  
user\_id=849456  
Originator: NO

This has been fixed in svn for 1.9.0-beta6. The cause is due to the map utilizing sidedef packing (not unpacked) and confusing fakeradio.

##### #3 - 2007-05-28 06:12 - yagisan

Logged In: YES  
user\_id=1248824  
Originator: NO

Closing - fixed in svn