Doomsday Engine - Bug #463

Netgame moving walls stop upon death

2007-07-31 22:22 - noontide1991

Status:	Closed	**Start date:**	2007-07-31
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:	1.9.0-beta5		

Description

During a netgame if a player dies near moving walls,platforms and such occasionally these will stop functioning sometimes causing unwinnable situations not sure if this is a bug in Doomsday or Doom itself.

Labels: jDoom Multiplayer

History

#1 - 2007-08-07 01:38 - danij

Logged In: YES
user_id=849456
Originator: NO

This issue has been fixed in svn for 1.9.0-beta6.