

Doomsday Engine - Bug #498

Eternal 3 Gameplay issues

2007-12-21 16:15 - asmith1285

Status: Closed	Start date: 2007-12-21
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta5	
Description	
<p>Jdoom launched through snowberry version 1.9.0-beta5 has some gameplay issues with the Eternal Doom 3 wad created by Team TNT.</p> <p>The most common problem is a sudden crash of the program during gameplay and an error "segment violation" appears.</p> <p>A second issue is that level seven on Eternall.wad refuses to load through jdoom while every level up to that point has loaded without issue.</p>	
Labels: Data	

History

#1 - 2007-12-21 17:08 - danij

Logged In: YES
user_id=849456
Originator: NO

This PWAD uses sidedef packing. It is a known issue and has been fixed for the upcoming 1.9.0-beta6