Doomsday Engine - Bug #731

Spider Mastermind boss missing from E3M8

2009-07-21 01:28 - jonusc

Status:	Closed		**Start date:**	2009-07-21
Priority:	High		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:	1.9.0-beta6			

Description

Spider Mastermind doesn't appear/spawn on map E3M8. May only be specific to Ultimate Doom IWAD (two have said it's in Ultimate Doom). See doomsday.out snippet [Verbose Level 2] at original thread: http://www.dengine.net/forums/viewtopic.php?f=7&t=75

Labels: jDoom Gameplay

History

#1 - 2009-07-21 07:13 - sonicdoommario

Yeah, only happens in Ultimate Doom based games. Doom II was fine.

#2 - 2009-07-21 07:20 - jonusc

Well Doom 2 doesn't even have an E3M8, my Doom II memory is a bit sketchy but I dont think the Mastermind in 2 has any scripting on it unlike Doom 1. What I ment was I don't know if the bug is only with Doom Ultimate or also with original Doom [Ultimate is Doom 1 with the extra Episode 4] - I only have the Ultimate Doom IWAD to test.

#3 - 2009-07-23 15:27 - danij

Fixed in svn for 1.9.0-beta6.5