

Doomsday Engine - Bug #742

Alien Vendetta::MAP07 cannot be completed (tag 667)

2009-08-01 20:27 - sonicdoommario

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|---|-------------|-------------|------------|
| Status: | Closed | Start date: | 2009-08-01 |
| Priority: | Normal | % Done: | 100% |
| Assignee: | daniij | | |
| Category: | | | |
| Target version: | 1.9.0-beta6 | | |
| Description In Map07 of Alien Vendetta, you must kill all Arachnotrons and hit two switches to open up the exit. However, if you kill all of the Arachnotrons, the floor will raise up to the ceiling, making the exit inaccessible without IDCLIP. This behavior worked fine in the previous versions of Doomsday (1.8.6), where the floor would rise up to the other floors, creating a bridge to the exit. | | | |
| Labels: Gameplay | | | |

History

#1 - 2009-11-14 12:51 - daniij

Fixed for 1.9.0-beta6.8