

Doomsday Engine - Bug #743

No intermission screen after map30

2009-08-03 18:19 - sonicdoommario

Status:	Closed	Start date:	2009-08-03
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta6		
Description			
Whenever you finish Map30 in any WAD, the intermission screen does not appear and takes you directly to the story ending text.			
In Doom II-based games, finishing map30 takes you to the intermission screen, unlike Ultimate Doom, where finishing the final level of an episode would take you to the story text.			
Labels: Gameplay			

History

#1 - 2009-08-29 07:53 - daniij

Fixed for 1.9.0-beta6.6