

Doomsday Engine - Bug #758

Erratic Ultimate Doom Exit Behavior

2009-09-03 22:04 - sonicdoommario

Status: Closed	Start date: 2009-09-03
Priority: Urgent	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	

Description

I was running through a few levels in Ultimate Doom, and I have gotten strange/inconsistent behavior when exiting.

For example, if I exit E2M1, either it brings me right back to the start of E2M1 or it brings me to E2M2 without an intermission screen.

In episode 1, the first few levels worked fine, displaying intermission screens as well as advancing to the next level. When I exited E1M9, it brought me back to the start of E1M9.

This also happened throughout episodes 3 and 4 as well.

Labels: Gameplay

History

#1 - 2009-09-03 10:39 - danij

The same problem was present in jHeretic also but both have since been fixed.