

Doomsday Engine - Bug #781

Doom E2M1 to last level

2009-09-19 22:04 - roffalcopter

Status: Closed	Start date: 2009-09-19
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta6	
Description It's not new that Doom has been jumping from E2M1 right back to the start of it (E1M9 too). However, for me E2M1 is jumping right to the last level of Episode 2. Not even the little map screen with the you are here appears, it just goes right into the last stage and ends ep2. It's not a problem with my wad because I played the executable from the game and it correctly goes to level 2 after I hit the exit switch on level 1.	
Labels: jDoom Gameplay	

History

#1 - 2009-09-19 22:07 - roffalcopter

Was it a general fix or a specific fix? If it was specific then it too happens with E3M1.

#2 - 2009-09-19 22:14 - sonicdoommario

It was a general fix. It had something to do with the Ultimate Doom maps files being way out of whack or something.

#3 - 2009-09-20 01:26 - danij

Closing as duplicate.

#4 - 2009-11-14 12:21 - sonicdoommario

Already taken care of and fixed for beta 6.7.

https://sourceforge.net/tracker/?func=detail&aid=2850396&group_id=74815&atid=542099