Doomsday Engine - Bug #784

TNT: YKey missing on MAP31

2009-09-23 12:25 - zoeikon

Status:	Closed	**Start date:**	2009-09-23
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:	1.9.0-beta6		

Description

The yellow keycard is missing around this area in Sector 1060 of MAP31 of TNT: Evilution: X: 2739.74, Y: 2109.92, Z: 0
It's the same for every difficulty. I checked the IWAD in Doom Builder, and the keycard is set for all difficulties, but it won't show up in-game with or without mods.

Labels: jDoom

History

#1 - 2009-10-03 00:05 - danij

This is a well known issue in the original release of TNT. You can find a patch which fixes this issue here: http://www.teamtnt.com/bugfixes.htm
(install this ZIP as an addon in the Doomsday Frontend (aka Snowberry) and then enable it when playing DOOM2:TNT).