

## Doomsday Engine - Bug #848

### [Doom] Donut Sector behaves differently in Vanilla/Chocolate

2010-01-06 19:42 - tolwyn

<b>Status:</b> Closed	<b>Start date:</b> 2010-01-06
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.11	
<b>Description</b> Dani, if you use my beta map that I sent you, and find the donut sector (red key area). The donut resolves differently in Jdoom as it does in Chocolate Doom, Vanilla Doom (Doom 95). I would imagine you'd want it to behave as it does in vanilla doom.	
<b>Labels:</b> Gameplay	

#### History

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#1 - 2010-01-06 12:12 - danij

- **status:** open --> fixed
- **assigned\_to:** Daniel Swanson
- **Milestone:** v1.9.0-beta6 --> v1.11