

Doomsday Engine - Bug #848

[Doom] Donut Sector behaves differently in Vanilla/Chocolate

2010-01-06 19:42 - tolwyn

Status: Closed	Start date: 2010-01-06
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.11	
Description 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.	
Labels: Gameplay	

History

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

- **status:** open --> fixed
- **assigned_to:** Daniel Swanson
- **Milestone:** v1.9.0-beta6 --> v1.11