

Doomsday Engine - Bug #1034

[HeXen] Korax's ghost movement

2012-04-27 10:58 - vermil

Status: Closed	Start date: 2012-04-27
Priority: Low	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.7 Unstable	
Description Don't behave correctly compared to Vanilla and 1.8.6 The mobs just fly outward and disappear 99% of the time. instead of circling his corpse a bit before fading away (i.e. and dieing properly). Labels: jHexen Gameplay	

History

#1 - 2012-04-26 05:28 - vermil

er, ok... this issue appears to have been fixed. Sorry.