

Doomsday Engine - Bug #1043

[Values] Static field broken (disable weapon lowering)

2012-05-15 08:18 - vermil

Status: Closed	Start date: 2012-05-15
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.10	
Description The value defs based option to disable a weapon from visually lowering/raising (the 'static' field), no longer works in 1.9.x Instead the weapon sprite floats about 3/4 of the way up the screen. Labels: Definitions	

History

#1 - 2012-05-18 07:43 - skyjake

- **status:** open --> fixed
- **assigned_to:** Jaakko Keränen

#2 - 2013-07-17 17:22 - skyjake

Marking as fixed: http://dengine.net/dew/index.php?title=Doomsday_version_1.10.1

#3 - 2013-07-17 17:22 - skyjake

- **Milestone:** v1.9.7 --> v1.10