

Doomsday Engine - Bug #1058

[Heretic] D'sparil only supports up to 256 teleporter spots

2012-06-20 16:12 - vermil

Status: New	Start date: 2012-06-20
Priority: Low	% Done: 0%
Assignee:	
Category:	
Target version: Modding	
Description As the subject states; D'sparil will only teleport to the first 256 teleporter spots placed on a map. He will ignore any more (i.e never teleport to them). Labels: Heretic	

History

#1 - 2012-06-19 10:59 - danij

Occurs because P_DSparilTeleport() uses P_Random() for randomization.

#2 - 2012-06-20 16:41 - danij

- **labels:** jHeretic --> Heretic

#3 - 2016-08-09 10:25 - skyjake

- *Target version deleted (1.9.8)*

#4 - 2017-04-03 14:45 - skyjake

- *Target version set to Modding*