Doomsday Engine - Bug #1070

Dehacked weapon issue

2012-07-23 07:57 - vermil

Status:	Rejected	**Start date:**	2012-07-23
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:			
Target version:	1.9.9		

Description

http://www.doomworld.com/idgames/index.php?id=8774

For some reason the Dehacked based Shotgun replacement in this Pwad is considerably faster than it should be.

Apologies for the highly un-technical description.

History

#1 - 2012-07-23 08:26 - skyjake

- **status**: closed --> wont-fix

#2 - 2012-08-29 14:51 - vermil

Er, Seems I have made a mistake with this one. Can it be closed. Sorry.