

Doomsday Engine - Feature #1311

Very Fast Attacking monsters

2003-11-29 18:25 - jaquboss

Status: Closed	Start date: 2003-11-29
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description Monster attacking speed is to low. Enabling fastmonsters don't help to much!	
Labels: Gameplay	

History

#1 - 2003-12-28 09:13 - daniij

Changes like this are better done in a mod/addon by changing the Thing and State definitions.