

## Doomsday Engine - Bug #132

### jDoom: No Invuln. Effect

2003-09-13 08:42 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-09-13
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.7.12	
<b>Description</b> Quote "Kingmaster VELI":  When I pick up invulnerability in newest (1.7.12) version nothing happens. Don't know if it's bug. Or I have some setting off. But it work in 1.7.11.  <b>Labels:</b> Graphics	