

Doomsday Engine - Bug #166

Icon Of Sin - Explosion Particles are spawned on floor

2004-02-24 00:32 - danij

Status: Closed	Start date: 2004-02-24
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.7.14	
Description When creating a particle explosion for when you destroy the Icon Of Sin I noticed that the explosion is just a spawned rocket explosion? The problem is that the particles of the explosion are spawned on the floor of the sector rather than the correct height. Dani J Labels: Graphics	

History

#1 - 2007-03-09 15:07 - danij

Logged In: YES
user_id=849456
Originator: YES

Seems this has been fixed at some point.