

Doomsday Engine - Bug #1876

[XG] Floor chains appear infunctorial

2014-10-11 11:08 - vermil

Status:	In Progress	Start date:	2014-10-11
Priority:	High	% Done:	10%
Assignee:	skyjake		
Category:	Regression		
Target version:	Modding		
Description			
Pretty much what the subject states. They don't appear to work.			

Associated revisions

Revision f16b14d9 - 2019-11-26 21:16 - skyjake

XG: Mobj position test for floor chain

IssueID #1876

History

#1 - 2014-10-12 01:19 - danij

- Tags set to Mod, XG
- Category set to Regression

#2 - 2015-05-14 09:40 - skyjake

- Priority changed from Normal to High

#3 - 2017-04-03 14:10 - skyjake

- Target version set to Modding

#4 - 2019-11-26 21:18 - skyjake

- File xgdebug2.wad added
- Status changed from New to In Progress
- Assignee set to skyjake
- % Done changed from 0 to 10

The attached floor chain works in build 3251.

The second room has a floor chain that inflicts damage once per second, indefinitely.

Files

xgdebug2.wad	1.34 KB	2019-11-26	skyjake
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