

Doomsday Engine - Bug #1965

[Doom] Multiplayer Arch Vile Fire doesn't thrust the player upward

2015-02-11 10:57 - vermil

Status:	New	Start date:	2015-02-11
Priority:	High	% Done:	0%
Assignee:			
Category:			
Target version:	Multiplayer		
Description			
Pretty much what the subject states.			
IIRC, the Iron Lich's Whirlwind attack in Heretic also suffers this bug.			

History

#1 - 2015-02-11 11:11 - vermil

- Tags set to multiplayer

#2 - 2015-05-16 21:48 - skyjake

- Priority changed from Normal to High

#3 - 2016-03-27 08:24 - skyjake

- Target version set to 2.1 (Late 2018)

#4 - 2018-07-29 16:53 - skyjake

- Target version changed from 2.1 (Late 2018) to Multiplayer