

## Doomsday Engine - Bug #2321

### [Heretic] Hellstaff rain doesn't spawn while shooting close to the target

2019-02-09 13:05 - Deimos\_X

<b>Status:</b> Closed	<b>Start date:</b> 2019-02-09
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b> Defect	
<b>Target version:</b> 2.2 (2019)	
<b>Description</b> <b>As</b> a player <b>I want to</b> fix the powered up Hellstaff rain spawning in close range <b>Why</b> This issue significantly reduces this weapon effectiveness during the battles in tight places and wasting ammo  <b>Description:</b>  When the Thing "HORNRODFX2" (tomed hellstaff projectile) is exploding close to the target or wall, the rain doesn't spawn for some reason.  DD example (v.2.2): <a href="https://www.youtube.com/watch?v=HRiFZYIennM">https://www.youtube.com/watch?v=HRiFZYIennM</a>  Vanilla example: <a href="https://www.youtube.com/watch?v=1qkSTtpwt1A">https://www.youtube.com/watch?v=1qkSTtpwt1A</a> (works as it should)  My guess is that the problem lies in the rain spawner itself. Please take a look at the code used in "HRODFX12_1" state sequence.	
<b>Related issues:</b>	
Related to Feature #2349: [Heretic] Various improvements and modding features	<b>Closed</b> <b>2019-10-27</b>

#### Associated revisions

##### Revision 339c7918 - 2019-03-02 14:15 - skyjake

Fixed|Heretic: Hellstaff rain does not trigger when close by

The missile exploded instantly, and its timer was not updated correctly for the rain to start.

IssueID #2321

#### History

##### #1 - 2019-03-02 14:15 - skyjake

- Status changed from New to Resolved

- % Done changed from 0 to 100

##### #2 - 2019-10-27 20:12 - skyjake

- Related to Feature #2349: [Heretic] Various improvements and modding features added

##### #3 - 2019-11-30 07:59 - skyjake

- Status changed from Resolved to Closed