

Doomsday Engine - Bug #235

Linux CVS: Weapons broken in Heretic/Hexen

2005-05-31 23:35 - zachkeene

Status:	Closed	Start date:	2005-05-31
Priority:	Urgent	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta1		
Description Again with today's CVS; after getting them to run, it seems weapon attacks don't work in either game. Line and missile shots just seem to vanish when aimed at an enemy (causing no damage to the enemy), and melee attacks similarly have no effect. Strangely I could still launch Flechettes in Hexen with the usual effect.			
Labels: Gameplay			

History

#1 - 2005-06-01 05:53 - skyjake

Logged In: YES
user_id=717323

Also, the old jHeretic weapon key bindings from 1.8.x seem to disappear when starting with 1.9.0-beta1.

#2 - 2005-06-01 23:03 - zachkeene

Logged In: YES
user_id=1103163

Yeah, that happens with jDoom and jHexen as well.

#3 - 2005-06-28 22:48 - daniij

Logged In: YES
user_id=849456

Now fixed in CVS. Thanks Skyjake :-)

Also the weapon bindings are now copied correctly from "old" configs.

#4 - 2005-06-30 23:37 - zachkeene

Logged In: YES
user_id=1103163

Ah, that's much better. Thanks.