

Doomsday Engine - Bug #284

'player-eyeheight' variable - wrong default value

2006-05-30 23:13 - deus-ex

Status: Closed	Start date: 2006-05-30
Priority: Urgent	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta4	
Description The cfg-variable "player-eyeheight" defaults to 41 for all games, but for Hexen the value has to be 48 instead.	
Labels: jHexen	

History

#1 - 2006-06-10 06:21 - danij

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Fixed in SVN [3273] for 1.9.0-beta5.