

Doomsday Engine - Bug #285

Korax's missiles

2006-05-31 08:14 - vermil

Status:	Closed	Start date:	2006-05-31
Priority:	Urgent	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta4		
Description			
In JHeXen, Korax's missiles spawn at floor height (please see the attached screenshot) instead of the heights they are suppose to.			
Labels: jHexen Gameplay			

History

#1 - 2006-05-31 22:22 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/84b7718a/a699/attachment/hexen-0022.jpg

#2 - 2006-06-15 19:15 - daniij

Logged In: YES
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Fixed in SVN [3338] for 1.9.0-beta5