

Doomsday Engine - Bug #30

D'Sparil not teleporting after shooting

2003-03-27 19:09 - skyjake

Status:	Closed	Start date:	2003-03-27
Priority:	Lowest	% Done:	100%
Assignee:			
Category:			
Target version:	1.7.8		
Description Something i've nocticed. D'sparil in Jheretic (but not in other ports with heretic surport) doesn't teleport if he crosses a teleport lindef and he has shot at the player while standing in a sector linked to said teleport lindef. Affects both the walking and mounted versions. Labels: jHeretic Gameplay			