

## Doomsday Engine - Bug #307

### [HEXEN] Fighters Axe unselectable without mana

2006-07-21 20:41 - deus-ex

<b>Status:</b> Closed	<b>Start date:</b> 2006-07-21
<b>Priority:</b> Urgent	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta4	
<b>Description</b> Current beta v1.9.0b4 automatically deselects the Fighters Axe when running out of blue Mana. Trying to reselect the Axe (without Mana) has same result. Worked in previous Doomsday releases including betas (as it should).	
<b>Labels:</b> jHexen Gameplay	