Doomsday Engine - Bug #367

DOOM64TC: Imps fire only at very short range

2006-09-23 11:54 - mrdarka

Status:	Closed	**Start date:**	2006-09-23
Priority:	Normal	**% Done:**	100%
Assignee:	danij		
Category:			
Target version:			

Description

Normal DOOM64TC imps (on E1M2, for example) only fire when you're standing VERY close to them. Nightmare imp range seems to be fine.

Labels: jDoom64

History

#1 - 2006-09-23 13:58 - danij

Logged In: YES
user_id=849456

Fixed in SVN.