

Doomsday Engine - Bug #403

[jHexen] Flechette Damage broken?

2007-01-25 23:04 - bengalfeuer

Status:	Closed	Start date:	2007-01-25
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta5		
Description			
The flechette for the cleric does no damage. Sound, key response and green cloud after the explosion are as usual, but there is no damage to player or enemies.			
Flechettes for the other two classes are working properly.			
Hexen.wad is patched to 1.1			
No addons were used.			
Works fine with Doomsday 1.8			
Labels: jHexen Gameplay			

History

#1 - 2007-01-28 21:31 - daniij

Logged In: YES
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Originator: NO

Fixed in svn for 1.9.0-beta6