

## Doomsday Engine - Bug #421

### Heretic: "shivering" dropped items

2007-02-20 07:52 - cxfnk

<b>Status:</b> Closed	<b>Start date:</b> 2007-02-20
<b>Priority:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> You know that sometimes Ironliches spawn an Item like Tome or Morph Ovum when they're dead. Well, IF this happens, the up-down (floating) animation of the item seems to "shiver"- to variate rapidly in position, in small amounts, vertically. When they spawn ammo, this doesn't happen. I verified this on E2M8 and the Ironlich bosses on E4M8. I ran Heretic without 3d models. I installed the beta 5.0 with all the default options.	
<b>Labels:</b> jHeretic	

#### History

#1 - 2009-11-09 02:26 - danij

Fixed for 1.9.0-beta6.8