

Doomsday Engine - Bug #423

More gameplay failures

2007-02-20 22:12 - shirokuroneko

Status: Closed	Start date: 2007-02-20
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta5	
Description Cleric flechettes doesn't have any choking effect on the enemies (neither on you). Also, you can go through some turning and pushing doors as if they weren't there. This happens on, for example, the swamps. By the way, please check the downloads mirror ftp server. Seems misconfigured. Labels: jHexen Gameplay	

History

#1 - 2007-02-20 22:19 - danij

Logged In: YES
user_id=849456
Originator: NO

Both of these issues have already been reported here in the tracker (please check before posting duplicates).

The first problem has already been fixed for the upcoming 1.9.0-beta6. The second will be addressed soon.