

## Doomsday Engine - Bug #435

### JHeretic: Firemace problems

2007-03-05 03:57 - lightninghunter

<b>Status:</b> Closed	<b>Start date:</b> 2007-03-05
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta5	

**Description**

The Firemace in Heretic doesn't work like it should anymore. The balls explode upon contact now, instead of bouncing around like before. This basically renders it useless, especially with the Tome of Power turned on. The Tome of Power is supposed to make the giant balls home in on the foe, but they just blow up instantly on contact now.

I was using a fresh install of Doomsday 1.9.0-beta5.1, with no addonss or changes to the game.

**Labels:** jHeretic Gameplay

#### History

#1 - 2008-10-22 15:52 - danij

Fixed in svn for 1.9.0-beta6