

## Doomsday Engine - Bug #436

### JHeretic: Hellstaff fire effect

2007-03-05 04:00 - 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	
<b>Description</b> The Hellstaff makes both the normal fire sound and the "upgraded" fire sound simultaneously, while used with the Tome Of Power. It is supposed to only play the upgraded sound by itself.  This bug occurred in a fresh install of Doomsday 1.9.0-beta5.1, with no addons or changes.  <b>Labels:</b> jHeretic	

### History

#1 - 2008-10-25 00:15 - danij

Fixed in svn for 1.9.0-beta6