

Doomsday Engine - Bug #480

Beserk Pack

2007-10-01 05:08 - terracon

Status: Closed	Start date: 2007-10-01
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta5	
Description After getting the beserk pack the effects do not wear off. Your fists will remain strong even though beserk effect should wear off.	
Labels: jDoom	

History

#1 - 2007-10-01 12:47 - danij

Logged In: YES
user_id=849456
Originator: NO

That is the correct behaviour and therefore, is not a bug.

#2 - 2007-10-01 21:06 - terracon

Logged In: YES
user_id=1901310
Originator: YES

I made a mistake on this one, Sorry. You are right. The correct behaviour is the beserk will last the whole level, until exit. There is a bug with beserk in multiplayer though. I will submit that one.