

Doomsday Engine - Bug #483

A\_SkelMissile missile offset incorrect

2007-10-06 09:09 - vermil

<b>Status:</b>	Closed	<b>Start date:</b>	2007-10-06
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	daniij		
<b>Category:</b>			
<b>Target version:</b>	1.9.0-beta5		
<b>Description</b>			
I don't know whether this is known...			
At some point in the 1.9 beta series, the code for A_SkelMissile lost the part that spawns the missile off centre (it should spawn 16 units above the centre (z+16)).			
<b>Labels:</b> jDoom Gameplay			

History

#1 - 2008-06-26 02:06 - daniij

Logged In: YES  
user\_id=849456  
Originator: NO

Fixed in svn for 1.9.0-beta6