

Doomsday Engine - Bug #489

Supercharge has incorrect value!

2007-11-14 22:33 - airacobra

Status:	Closed	Start date:	2007-11-14
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta5		
Description			
Hello! Erm, I've been playing through jDoom and I've noticed that supercharges only give +50 health (to +200 absolute) whereas the original game the value is always +100 health. Hope this minor discrepancy gets fixed... that's a big difference in health!			
Labels: jDoom Gameplay			

History

#1 - 2008-06-20 10:33 - daniij

Logged In: YES

user_id=849456

Originator: NO

Fixed in svn for 1.9.0-beta6