

## Doomsday Engine - Bug #497

### Ltf\_missile\_hit seems fairly unreliable

2007-12-11 12:17 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2007-12-11
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta5	
<b>Description</b> By request of Dani :p  "Ltf_missile_hit_X" seems fairly unreliable. It often doesn't register regardless of the speed of the missile hitting it.  <b>Labels:</b> XG	