

Doomsday Engine - Bug #50

Light-amp doesn't affect particles

2003-05-25 15:00 - skyjake

Status:	Closed	Start date:	2003-05-25
Priority:	Low	% Done:	100%
Assignee:	skyjake		
Category:			
Target version:	1.7.8		
Description 1. Enter a very dark area. Monster Condo has a few of these that work just fine. 2. Pick up (or IDBEHOLD) a light-amp visor. 3. Shoot someone who is standing in the dark area. The blood particles are black. Labels: Graphics			