

Doomsday Engine - Bug #518

Characters Have No Sound When Jumping

2008-06-13 06:28 - manorexia

Status: Closed	Start date: 2008-06-13
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta5	
Description all three classes of character have no sound when jumping.	
Labels: jHexen Gameplay	

History

#1 - 2008-10-10 13:45 - danij

Is this a bug? Does original Hexen make sounds when the player jumps (other than the landing "umph")?

#2 - 2010-01-06 10:37 - danij

Not a bug.