Doomsday Engine - Bug #656

Heretic Gargoyles not spawning correctly

2009-04-01 12:00 - vermil

Status:	Closed		**Start date:**	2009-04-01
Priority:	Normal		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:	1.9.0-beta6			

Description

The mf2_spawnfloat flag doesn't work properly in Beta6.1.

Anything with the flag attached (i.e Heretic's Gargoyles) are placed on the ceiling of the sector they are in as if they have the mf_spawnceiling flag attached

Labels: jHeretic Gameplay

History

#1 - 2009-05-03 16:56 - danij

Fixed in svn for 1.9.0-beta6.2