

## Doomsday Engine - Bug #677

### HeXen Quietus flames spawning way off where they should

2009-04-19 20:10 - vermil

|   |                               |
|---|-------------------------------|
| <b>Status:</b> Closed   | <b>Start date:</b> 2009-04-19 |
| <b>Priority:</b> Normal   | <b>% Done:</b> 100%           |
| <b>Assignee:</b> danij  |                               |
| <b>Category:</b>  |                               |
| <b>Target version:</b>  |                               |
| <b>Description</b>  |                               |
| <p>In Beta6.1, the flames spawned by exploding Quietus (Fighter weapon 4) missiles are spawning across the opposite sides of room's instead of the centre of the missiles explosion where they should be.</p> <p>I have attached a pair of screen shots showing just how far away Beta6.1 is sometimes spawning the flames.</p> <p>The first shot shows the flames spawning in front of the player while the missile explodes over the other side of the area. The second shot shows the flames spawning behind the banner.</p> |                               |
| <b>Labels:</b> jHexen   |                               |

#### History

#1 - 2009-04-19 20:11 - vermil

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/f861faa3/53c5/attachment/hexen-002.jpg](http://sourceforge.net/p/deng/bugs/_discuss/thread/f861faa3/53c5/attachment/hexen-002.jpg)

#2 - 2009-04-19 20:11 - vermil

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/f861faa3/e397/attachment/hexen-003.jpg](http://sourceforge.net/p/deng/bugs/_discuss/thread/f861faa3/e397/attachment/hexen-003.jpg)

#3 - 2009-05-03 16:53 - danij

Fixed in svn for 1.9.0-beta6.2