

Doomsday Engine - Bug #692

A_SkelMissile not taking vertical offset into account

2009-05-26 08:55 - vermil

Status: Closed	Start date: 2009-05-26
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	
Description Missiles fired by A_SkelMissile, both normal and homing, are being aimed and tracking (respectively) as though they are not offset vertically.	