

Doomsday Engine - Bug #707

HeXen: Telefog has no Z offset

2009-06-04 10:22 - vermil

Status: Closed	Start date: 2009-06-04
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	
Description The telefog in Hexen appears on the floor when it should have a vertical offset of about 32 unit's.	
Labels: jHexen	