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