

## Doomsday Engine - Bug #708

### HeXen: Melee weapons not drawing blood

2009-06-04 10:52 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2009-06-04
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta4	
<b>Description</b> In Beta6.3, no melee HeXen weapon occasionally draws blood when you land a successful hit.  In the original game, you always get the smoke puff (or blue flash and red flash in the case of the fighters axe). But they would also sometimes (i.e. randomly) spawn a blood splat that would randomly be thrown a small distance away.  This affects the fighters Gauntlet's, fighters Axe, fighters Hammer and the cleric's mace.  <b>Labels:</b> Graphics	