

Doomsday Engine - Bug #789

[DEH] Thing speed misinterpretation (HACX)

2009-09-27 16:49 - vermil

Status: Closed	Start date: 2009-09-27
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.8.6	
Description It seems that Dday's Dehacked reading code is making a mistake with one of the bad guys in this well known vanilla Doom mod. The "Buzzer" foe moves considerably faster when running Hacx under Doomsday than it does when running it under the original Dos engine. http://doom.wikia.com/wiki/Buzzer Labels: Definitions	

History

#1 - 2012-08-28 17:54 - danij

Fixed for 1.9.0-beta6.8