

Doomsday Engine - Bug #79

vibration on playdemo

2003-06-23 09:09 - e6y

Status: Closed	Start date: 2003-06-23
Priority: Low	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.10	
Description vibration on playdemo (for example "quartz flask") x, y, z coordinates for static object are written in demo? Labels: jHexen	

History

#1 - 2003-06-23 09:09 - e6y

jHexen demo

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/b7e5da1e/ca53/attachment/vibration.zip

#2 - 2003-06-24 09:23 - skyjake

Logged In: YES
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Will almost certainly be fixed by the new netcode in 1.7.11.