

Doomsday Engine - Bug #805

Heretic pod generator and pod placement

2009-10-13 21:28 - siliconwolf

Status: Closed	Start date: 2009-10-13
Priority: High	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	
Description The exploding pod generators (like in E1M8 or E2M9 where the pods respawn after you blow them up) aren't positioning the pods correctly. They are supposed to make a cluster of pods next to each other. In 1.9.0 b6.7 the pods all appear in the exact same place, so they look like a single pod.	
Labels: jHeretic Gameplay	

History

#1 - 2009-11-07 03:47 - danij

Fixed in svn for 1.9.0-beta6.8