

Doomsday Engine - Bug #808

Disc of repulsion doesn't push monsters

2009-10-17 22:40 - siliconwolf

Status:	Closed	Start date:	2009-10-17
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta6		
Description The disc of repulsion doesn't push monsters away from the player when used. They just go straight up into the air. For ettins and other land-based monsters, this has almost no effect. Afrits gain a bunch of elevation but don't move horizontally at all. Incoming missile weapons are deflected as normal. Using Doomsday 1.9.0 beta 6.7. Labels: jHexen			

History

#1 - 2009-10-15 15:48 - daniij

Fixed for 1.9.0-beta6.8