

Doomsday Engine - Bug #825

XG: Damage class if health below

2009-11-18 13:57 - vermil

Status:	Closed	Start date:	2009-11-18
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.8.6		
Description			
If the player activates a damage class XG line that heals them and their health is above the maximum amount specified by the XG line, their health is reset to this maximum amount rather than the line simply having no effect.			
For instance if the player has 200 health and crosses an XG line that will heal them if their health is below 100, the players health will be changed to 100.			
Labels: XG			

History

#1 - 2010-04-05 17:22 - daniij

Fixed for 1.9.0-Beta6.9