

Doomsday Engine - Bug #847

[Heretic] Unbouncy firemace [bug relapse?]

2010-01-06 03:09 - arclore

Status: Closed	Start date: 2010-01-06
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta6	
Description The orbs launched by the firemace (both modes) do not bounce/home like they should, rather exploding on contact. This bug was posted here >1673770, for version 1.9.0-beta5, and reported as fixed, but has apparently crept back into version beta6.8	
Labels: jHeretic Gameplay	

History

#1 - 2010-01-08 22:17 - danij

I've just done a side-by-side comparison between 1.9.0-beta6.8 and the original Heretic (running in DOSBox) and the current behaviour is the same.

The small globes do not home-in on targets. Only the large globe does that.