Doomsday Engine - Bug #902

Ammo taken in weapon fire action

2010-04-29 15:52 - vermil

Status:	Closed	Start date:	2010-04-29
Priority:	Low	**% Done:**	100%
Assignee:			
Category:			
Target version:	1.8.6		

Description

Ammo should only be taken by firing actions when they are called in a weapons attack states.

Currently, ammo will be taken by firing actions if the actions are used outside a weapons attack states.

Labels: Definitions