

Doomsday Engine - Bug #938

[Hacx] Terminatrix not resurrecting foes

2010-10-11 19:10 - vermil

Status: Closed	Start date: 2010-10-11
Priority: Urgent	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.9	
Description As the summary states. It seems Dday is incorrectly reading some Dehacked. Apologies for the highly un-technical description. Labels: Gameplay	

History

#1 - 2010-10-11 19:13 - vermil

<http://www.doomworld.com/vb/wads-mods/52855-hacx-1-2/>

#2 - 2010-10-11 19:13 - danij

Fixed for the upcoming 1.9.9 release

#3 - 2012-08-28 07:06 - vermil

Also in the recently released lwad version of Hacx, the Terminatrix missile uses the wrong sprite in Dday (it uses the sprite of the buzzer instead of the correct missile graphic).