

Doomsday Engine - Bug #997

[Hexen] Player gets stuck in turning polyobjs

2012-03-04 12:18 - skyjake

Status: New	Start date: 2012-03-04
Priority: Normal	% Done: 0%
Assignee:	
Category: Defect	
Target version: Vanilla / Gameplay	
Description See http://dengine.net/forums/viewtopic.php?f=15&t=979	
Labels: Hexen, Polyobjs	

History

#1 - 2013-08-26 05:09 - daniij

- **labels:** jHexen Gameplay --> Hexen, Polyobjs

#2 - 2016-08-09 10:25 - skyjake

- *Target version deleted (1.9.7)*

#3 - 2017-04-03 14:51 - skyjake

- *Tags set to PlaySim*

- *Category set to Defect*

- *Target version set to Modding*

#4 - 2019-11-29 22:58 - skyjake

- *Target version changed from Modding to Vanilla / Gameplay*