

Doomsday Engine - Feature #1307

Melee damage

2003-10-24 16:17 - chrisdragon

Status: Rejected	Start date: 2003-10-24
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version:	
Description Is it possible to set melee damage done by monsters the way it is done with their projectiles? (mainly imp, demon, cacodemon and baron/hell knight)	
Labels: Customizability	

History

#1 - 2013-10-21 16:16 - skyjake

- Status changed from New to Rejected

Closing as incomplete (request is just a question).