

## Doomsday Engine - Feature #1491

### Variable damage for the pmf\_crush plane move flag

2009-04-29 11:58 - vermil

<b>Status:</b> New	<b>Start date:</b> 2009-04-29
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> Modding	
<b>Description</b> Variable damage for the pmf_crush plane move flag.  Currently the flag will make the plane do hardcoded 10 damage a tic.	
<b>Labels:</b> XG	
<b>Related issues:</b> Related to Feature #1620: XG 2.0 <span style="float: right;"><b>Progressed 2010-04-20</b></span>	

#### History

**#1 - 2013-10-22 10:06 - skyjake**

- Tags set to Mod, XG

**#2 - 2017-04-03 18:48 - skyjake**

- Target version set to Modding