

Doomsday Engine - Bug #1965

[Doom] Multiplayer Arch Vile Fire doesn't thrust the player upward

2015-02-11 10:57 - vermil

Status: New	Start date: 2015-02-11
Priority: High	% Done: 0%
Assignee:	
Category:	
Target version: Multiplayer	
Description	
Pretty much what the subject states.	
IIRC, the Iron Lich's Whirlwind attack in Heretic also suffers this bug.	

History

#1 - 2015-02-11 11:11 - vermil

- Tags set to multiplayer

#2 - 2015-05-16 21:48 - skyjake

- Priority changed from Normal to High

#3 - 2016-03-27 08:24 - skyjake

- Target version set to 2.1 (Late 2018)

#4 - 2018-07-29 16:53 - skyjake

- Target version changed from 2.1 (Late 2018) to Multiplayer