

## Doomsday Engine - Bug #707

### HeXen: Telefog has no Z offset

2009-06-04 10:22 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2009-06-04
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b>	
The telefog in Hexen appears on the floor when it should have a vertical offset of about 32 unit's.	
<b>Labels:</b> jHexen	