

Doomsday Engine - Bug #717

Heretic/HeXen: MF_Ripper Blood

2009-06-10 10:14 - vermil

Status:	Closed	Start date:	2009-06-10
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta6		
Description			
<p>In the original Heretic and HeXen (i.e powered the up Dragon Claw or Mages wand) individual blood splats caused by missiles with MF_Ripper would only very very occasionally be launched in the direction of the projectile. The rest of the time, it would fall to the ground.</p>			
<p>In Beta6.3, every blood splat spawned is thrust every time. 1.8.6 mimiced the original games behaviour with regards to this flag.</p>			