

## Doomsday Engine - Bug #820

### Dehacked: changing the ammo type of the Fist/Chainsaw

2009-11-15 21:31 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2009-11-15
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.8.6	
<b>Description</b> It would appear that Dday ignores Dehacked based ammo type changes for the Fist and Chainsaw; they still take no ammo even if the loaded Dehacked patch specifies otherwise.	
<b>Labels:</b> Data	

#### History

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#1 - 2009-11-15 13:57 - danij

Tested in 1.9.0-beta6.7 and appears to work fine, so clearly this issue has since been resolved.