

Doomsday Engine - Bug #978

0 tic weapon states no longer function

2011-12-20 12:13 - vermil

Status: Closed	Start date: 2011-12-20
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta6	
Description Pretty much what the subject states; in 1.8.6, 0 tic length weapon states functioned without any apparent issue (I used them in mods).	

History

#1 - 2011-12-17 12:39 - danij

Merged with https://sourceforge.net/tracker/index.php?func=detail&aid=2761862&group_id=74815&atid=542099#

Closing as duplicate.