

Redmine - Defect #8704

Fire arrows - Heroes Plugin

2011-06-29 05:17 - Jun Pritsker

<b>Status:</b>	Closed	<b>Start date:</b>	2011-06-29
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Affected version:</b>	
<b>Resolution:</b>	Invalid		
<b>Description</b>			
The fire arrow skill for Rangers in the Heroes Plugin works, but the problem is that the arrow, when shot does burn, but does NOT ignite the mob/player that it hits.			

History

#1 - 2011-06-29 11:16 - Etienne Massip

- Status changed from New to Closed
- Resolution set to Invalid

Not the right tracker.