

Doomsday Engine - Bug #911

[Hexen] Poison cloud vs Repulsion Disc

2010-05-30 19:37 - vermil

Status: Closed	Start date: 2010-05-30
Priority: Low	% Done: 100%
Assignee: skyjake	
Category: Vanilla emulation	
Target version: 2.0.1	
Description In Beta 6.9, there seems to be a couple of bugs/mistakes relating to the poison cloud that can be spawned by artefact when playing as the Cleric or by destroying a mushroom. 1. If one stands in a poison cloud with god mode on, the coughing noise plays over and over (i.e. every tic). 2. Due to a quirk in the original HeXen's collision checking, a poison cloud spawned by a mushroom could not be pushed by a disc of repulsion because the engine considered it stuck on the mushroom, due to the mushroom having the mf_solid flag. 1.8.6 maintained this quick, however 1.9 beta 6.9 doesn't and now a cloud spawned by a mushroom can be shoved around by a disc. Labels: Hexen	
Related issues: Related to Bug #2211: Cleric flechette trick causes a hang (related to mobj d... Closed 2017-03-12	

Associated revisions

Revision 15a1c83e - 2017-04-18 19:52 - skyjake

Hexen: Mushroom poison clouds should not be pushed (vanilla emulation)

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Revision c78588b1 - 2017-04-22 18:16 - skyjake

Hexen: Mushroom poison clouds should not be pushed (vanilla emulation)

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History

#1 - 2010-05-30 19:38 - danij

- **labels:** jHexen Gameplay --> Hexen

#2 - 2011-03-25 16:42 - vermil

I meant "quirk" not "quick" above.

#3 - 2013-10-22 19:38 - skyjake

- *Tags set to Hexen, Gameplay*

- *Category set to Defect*

- *Priority changed from Normal to Low*

- *Target version deleted (1.9.0-beta6)*

#4 - 2014-10-06 23:45 - danij

Issue 1) has now been fixed for the upcoming 1.15 release (commit: 574cb63a).

#5 - 2014-10-06 23:56 - danij

- *% Done changed from 0 to 50*

Issue 1) has now been fixed for the upcoming 1.15 release (commit: 574cb63a).

#6 - 2014-10-11 05:37 - danij

- Subject changed from [Hexen] Poison clouds with god mode; Repulsion Disc to [Hexen] Poison cloud vs Repulsion Disc

#7 - 2016-07-06 09:24 - skyjake

- Description updated

- Status changed from New to Progressed

#8 - 2016-07-06 09:24 - skyjake

- Category changed from Defect to Vanilla emulation

#9 - 2017-03-12 09:39 - skyjake

- Related to Bug #2211: Cleric flechette trick causes a hang (related to mobj damage particle effects) added

#10 - 2017-03-12 09:39 - skyjake

- Assignee set to skyjake

- Target version set to 2.0.1

#11 - 2017-04-18 19:53 - skyjake

- Status changed from Progressed to Resolved

- % Done changed from 50 to 100

#12 - 2017-04-22 18:16 - skyjake

- Status changed from Resolved to Closed