

Doomsday Engine - Bug #1015

Player getting stuck on certain walls?

2012-03-31 07:58 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2012-03-31
<b>Priority:</b>	High	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Vanilla emulation		
<b>Target version:</b>	Vanilla / Gameplay		
<b>Description</b>			
In 1.9.7, on E3M8 of Doom1, the player get's stuck on linedef 35 if they run against it.			
In Vanilla and 1.8.6, they don't (they bouce a little along it, but they don't get stuck).			
<b>Labels:</b> Gameplay			

History

#1 - 2013-10-22 14:51 - skyjake

- Tags set to PlaySim, Gameplay, Physics
- Category set to Vanilla emulation
- Target version deleted (1.9.7)

#2 - 2017-04-03 14:48 - skyjake

- Target version set to Modding

#3 - 2017-04-03 18:34 - skyjake

- Target version changed from Modding to Vanilla / Gameplay