

## Doomsday Engine - Bug #1076

### [Doom] 3d movement option broken

2012-08-12 21:54 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2012-08-12
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>	Vanilla / Gameplay		
<b>Description</b>			
Firstly, I will say that the option works fine in Heretic. It's just Doom that has this issue.			
With the 3d movement option for bad guys, enabled, flying bad guys instantly jump to the top of a mob they try to climb over, rather than ascend it.			
They will also instantly jump to the top of a mob, even if there is no space above the mob, for it to fit through. This causes the flying bad guy to potentially jump into the ceiling above the mob it's trying to climb or jump into the void above the ceiling.			
<b>Labels:</b> Doom			

#### History

##### #1 - 2012-08-27 20:10 - vermil

Wasn't sure this warranted a whole separate report; disabling 3d movement while a flying bad guy is flying over the top of a scenery mob, causes it to become stuck in both Doom and Heretic.

This is perhaps of more important in Heretic as the standard 'non 3d movement' doesn't exhibit this issue (i.e. flying bad guys don't get stuck flying over scenery mobs with the 3d movement off).

##### #2 - 2013-07-15 16:34 - danij

- labels: --> Doom

##### #3 - 2016-08-09 10:25 - skyjake

- Target version deleted (1.9.8)

##### #4 - 2017-04-03 15:05 - skyjake

- Tags set to PlaySim, Gameplay

- Target version set to Modding

##### #5 - 2019-11-29 22:58 - skyjake

- Target version changed from Modding to Vanilla / Gameplay