

Doomsday Engine - Bug #11

Hitscan weapons cannot hit floor or ceiling

2003-03-07 13:04 - skyjake

Status: Closed	Start date: 2003-03-07
Priority: Low	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.7	
Description When you fire a hitscan weapon (weapons that do not show their projectiles in the game) at a floor or a ceiling you will hit the bottom or top of the wall and not the point where you aimed. F.x shoot the shotgun at the floor and watch as the bullets hit the wall. Notice how a rocket will hit the floor where you aimed (and if aimed too close will blow you up as well :-)) Labels: jDoom Gameplay	

History

#1 - 2003-03-07 15:59 - skyjake

Logged In: YES
user_id=717323

Yeah, it's about time to fix this one. Not really a bug, though, since this is how the original Doom did it.

Not a hugely critical issue.