

Doomsday Engine - Bug #111

monsters falls into other monsters

2003-07-18 18:25 - skyjake

Status: Closed	Start date: 2003-07-18
Priority: Low	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description Use spawnmobj command to spawn monster into ceiling level so that it drops down. The monster must not look player. Spawn another monster in the same spot. The monster falls inside the first monster and they're both stuck. I think that the second monster should stay over the first one if not enough room to jump down to different location. Or the first monster should move away and then the second monster drops to floor. Labels: Gameplay	

History

#1 - 2004-08-21 10:19 - skyjake

Logged In: YES
user_id=717323

This behaviour has been inhereted from the original Doom.