

## Doomsday Engine - Feature #1399

### XG plane movers vs. normal doors

2006-02-25 20:55 - jimigrey

|   |                               |
|---|-------------------------------|
| <b>Status:</b> New  | <b>Start date:</b> 2006-02-25 |
| <b>Priority:</b> Normal   | <b>% Done:</b> 0%             |
| <b>Assignee:</b>  |                               |
| <b>Category:</b>  |                               |
| <b>Target version:</b> Modding  |                               |
| <b>Description</b><br>On normal doors, the monsters trigger the door, wait for the door to open and walk through when the door has raised enough.<br><br>On an XG door, the monster won't wait for the door to open. If the monster bumps into the opening door, it will change direction and becomes easy target.<br><br>Current solution to get the monster walk through the XG door it opened, is to make the XG door to open very fast, faster than the normal blazing door.<br><br><b>Labels:</b> XG |                               |
| <b>Related issues:</b><br>Related to Feature #1325: Boom line types and sectors <span style="float: right;"><b>Progressed</b> 2004-02-08</span>   |                               |

#### History

##### #1 - 2006-03-12 00:06 - danij

- **assigned\_to:** Daniel Swanson --> nobody

##### #2 - 2006-03-28 06:47 - danij

Logged In: YES  
user\_id=849456

NOTE:  
We'll need this for BOOM support.

##### #3 - 2012-09-19 11:21 - jimigrey

Logged In: YES  
user\_id=1005349

Just thought... The wait for door to open should also happen for doors that lower floor from ceiling... Then they would be able to wait for lifts and elevators too.

##### #4 - 2013-10-21 21:05 - skyjake

- *Tags set to XG, Gameplay*  
- *Subject changed from XG Plane Movers vs Normal Doors to XG plane movers vs. normal doors*

##### #5 - 2017-04-03 18:48 - skyjake

- *Target version set to Modding*