

Doomsday Engine - Feature #1505

[Heretic] Boss drop off physics (never instantly drop down)

2010-01-21 21:51 - vermil

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|--|-------------|--------------------|------------|
| Status: | Closed | Start date: | 2010-01-21 |
| Priority: | Low | % Done: | 100% |
| Assignee: | skyjake | | |
| Category: | Enhancement | | |
| Target version: | 2.2 (2019) | | |
| Description | | | |
| <p>In Heretic, the Maulotaur and D'sparil on foot have the ability to drop off cliffs/ledges of any height, though they don't drop off in the "traditional" sense; they instantly clip to the floor of the lower sector.</p> <p>Because they clip to the floor rather than fall normally, there is the chance that they will clip into a solid object and hence become stuck. Indeed in a particularly amusing case I've seen a Maulotaur walk off a 4 unit high edge and get stuck in a Volcano mobj that was right against the edge of the lower side.</p> <p>I was wondering if a compat option could be added that optionally checks whether the landing spot for either of these two foes contains a solid object and if so either prevent them from walking off the edge at that point or have them clip to the top of said solid object instead of the floor (i.e. so they can walk over and off it).</p> | | | |
| Labels: Gameplay | | | |
| Related issues: | | | |
| Related to Feature #1604: Game rules (1p and MP) | | New | |

History

#1 - 2013-10-22 10:42 - skyjake

- Tags set to Gameplay
- Subject changed from Heretic: Boss drop off compat option suggestion to [Heretic] Boss drop off compat option suggestion
- Priority changed from Normal to Low

#2 - 2019-11-29 15:41 - skyjake

- Subject changed from [Heretic] Boss drop off compat option suggestion to [Heretic] Boss drop off physics (never instantly drop down)
- Category set to Enhancement
- Status changed from New to Resolved
- Assignee set to skyjake
- Target version set to 2.2 (2019)
- % Done changed from 0 to 100

Heretic falloff physics have been updated so that objects do not warp down ledges. Currently there is no compatibility option for it, but one could be added in the future if some PWAD happens to rely on this glitch.

#3 - 2019-12-17 11:17 - skyjake

- Status changed from Resolved to Closed