

Doomsday Engine - Bug #20

Client doesn't step up onto mobs

2003-03-12 20:26 - skyjake

Status: Closed	Start date: 2003-03-12
Priority: High	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.7	
Description The client apparently is not checking for step-up when colliding with clmobjs. E.g. a client is not able to move past the trees in the beginning of Hexen map08 without jumping on the tree stumps.	
Labels: jHexen Multiplayer	

History

#1 - 2003-06-11 22:04 - skyjake

Logged In: YES
user_id=717323

This might also be a problem with the changing height of the trees as they're destroyed.

#2 - 2003-06-13 13:48 - skyjake

Logged In: YES
user_id=717323

Height shouldn't be a problem, since the player can jump on the treestumps just fine.

#3 - 2003-06-13 14:59 - skyjake

Logged In: YES
user_id=717323

The tree stumps were exactly 24 units tall. The stepup limit was $24 * \text{FRACUNIT} - 1$! Using \geq instead of $>$ fixed the problem.