

Doomsday Engine - Bug #2013

[Doom] Pain Elemental Vanilla/Boom compatibility option

2015-04-08 17:05 - vermil

Status:	New	Start date:	2015-04-08
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Vanilla emulation		
Target version:	Vanilla / Gameplay		
Description			
In Vanilla Doom, Pain Elementals can fire their Lost Souls through impassable barriers; this is taken advantage of on Map28 of Doom2.			
However Boom changed the spawning behaviour of a PE's Lost Souls, which in turn both prevents Lost Souls being launched through impassable barriers and also prevents them being spawned at sharp vertical angles that Vanilla Doom allowed.			
Dday has changed this behaviour to match Boom but currently offers no compatibility option to restore Vanilla Doom's behaviour (which is also expected by some classic pwads)			
Related issues:			
Related to Feature #1768: Boom compatibility		Progressed	2004-02-08

History

#1 - 2015-04-08 17:15 - vermil

Please disregard this report; Dday does have a compat option for this named 'Lost Souls can get stuck inside walls'.

It seems to cover both of the above behaviour differences, though I wonder if a more explaining name could be chosen (though admittedly I can't currently think of anything better).

#2 - 2015-04-30 17:36 - skyjake

- Tags changed from Boom, Vanilla, emulation to Boom

- Category set to Vanilla emulation

#3 - 2015-04-30 17:36 - skyjake

- Tags changed from Boom to Boom, Gameplay, Doom

- Subject changed from [Doom] Pain Elemental Vanilla/Boom compatability option to [Doom] Pain Elemental Vanilla/Boom compatibility option

#4 - 2017-04-03 13:50 - skyjake

- Target version set to Modding

#5 - 2017-04-03 18:33 - skyjake

- Target version changed from Modding to Vanilla / Gameplay

#6 - 2019-11-29 23:29 - skyjake

- Related to Feature #1768: Boom compatibility added