

## Doomsday Engine - Bug #2022

### p\_enemy.c in doom64 plugin uses ~15 different copies of A\_KeenDie

2015-05-02 04:36 - rhargrave

<b>Status:</b> Closed	<b>Start date:</b> 2015-05-02
<b>Priority:</b> Normal	<b>% Done:</b> 20%
<b>Assignee:</b> rhargrave	
<b>Category:</b> Redesign	
<b>Target version:</b>	
<b>Description</b> I am currently going through and cleaning up doom64's source.  Right now I am organizing p_enemy.c, and plan to compact all of said redundant logic in to one function and modify acfnlink.c to map the corresponding DED action names to map to the single method.  If there are any thoughts on the best way to go about this, I welcome their input.	
<b>Related issues:</b> Related to Feature #1580: Fix the Doom 64: Absolution TC plugin <b>New</b> <b>2015-04-30</b>	

### History

#### #1 - 2015-05-02 15:53 - skyjake

- Related to Feature #1580: Fix the Doom 64: Absolution TC plugin added

#### #2 - 2016-07-06 09:25 - skyjake

- Status changed from New to Progressed

#### #3 - 2017-04-03 13:49 - skyjake

- Tags set to Doom64TC

#### #4 - 2019-11-29 16:36 - skyjake

- Status changed from Progressed to Closed

Closing as obsolete.