

Doomsday Engine - Bug #2117

[HeXen] Polyobj collision incompatible with vanilla behavior (in colin4)

2015-10-08 21:24 - vermil

Status:	New	Start date:	2015-10-08
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Vanilla emulation		
Target version:	Vanilla / Gameplay		
Description			
<p>In the below vanilla HeXen pwads second map is a polyobj (thing 139). In Doomsday 1.15 and 2.0, the player is unable to push it all the way it is supposed to be moved.</p> <p>This prevents progression in the map and pwad in Dday.</p> <p>http://www.doomworld.com/idgames/levels/hexen/a-c/colin4</p>			

History

#1 - 2015-11-09 12:57 - skyjake

- Tags changed from Hexen, emulation to Hexen, PlaySim, Mod
- Subject changed from [HeXen] polyobj collision to [HeXen] Polyobj collision incompatible with vanilla behavior (in colin4)
- Category set to Vanilla emulation

#2 - 2017-04-03 13:33 - skyjake

- Target version set to Modding

#3 - 2017-04-03 18:33 - skyjake

- Target version changed from Modding to Vanilla / Gameplay