

Doomsday Engine - Bug #215

Player Melee attacks are infinitely tall

2005-02-08 02:16 - danij

Status: Closed	Start date: 2005-02-08
Priority: Low	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.8.6	
Description In jHexen, player melee attacks (such as the fighters punch) are infinitely tall. Meaning that monsters on a ledge far below you can be killed by simply standing near the edge and punching the air. What changes were made in jDoom to 'fix' this? Labels: jHexen Gameplay	

History

#1 - 2005-02-08 18:38 - skyjake

Logged In: YES
user_id=717323

In the function that deals the punch damage a simple test was added that discards the damage if the Z difference between the objects is too large. I can't seem to recall the name of the function where this is done, though. It should be somewhere in the player attack code (maybe P_Fire...something?).

#2 - 2006-05-01 06:07 - danij

Logged In: YES
user_id=849456

Fixed. In SVN for 1.9.0-beta4.