Doomsday Engine - Bug #2236

Hitscan issues

2017-04-04 03:16 - theleo_ua

Status:	New	**Start date:**	2017-04-04
Priority:	Normal	**% Done:**	0%
Assignee:	skyjake		
Category:			
Target version:	Vanilla / Gameplay		

Description

Hitscan issues

1) Try to hit pottery in Hexen map01 with fighter like in this video: https://www.youtube.com/watch?v=Vk7kHxKwfIE#t=0m09s

Actual result: hits accepted but pottery is alive or hits missed but fighter has "recharge" animation
Expected result: pottery should be broken or "recharge" animation should not happen (and hit should miss in this case)

Reproduced in 2.0 stable without addons

CFG+LOGS: https://drive.google.com/file/d/0BygbyP4_qEiTbHFKUGUwZy1GTW8/view?usp=sharing

History

#1 - 2017-04-04 08:18 - skyjake

- Tags set to Gameplay, Hexen

- Target version set to 2.0.2

#2 - 2017-04-04 10:48 - vermil

- Priority changed from Normal to Urgent

- Target version changed from 2.0.2 to 49

#3 - 2017-04-04 11:05 - skyjake

- Priority changed from Urgent to Normal

- Target version changed from 49 to 2.0.2

Vermil, I'm using the "unstable master" target to indicate that the issue is a recent regression (occurred after most recent stable release).

Is this a bug that occurs in 1.15.8 as well?

#4 - 2017-04-04 15:25 - theleo_ua

> Is this a bug that occurs in 1.15.8 as well?

Yes, and also for Hammer of Retribution (both in 1.15.8 and 2.0)

#5 - 2017-06-24 09:21 - skyjake

- Target version changed from 2.0.2 to 2.0.3

#6 - 2017-07-27 12:21 - skyjake

- Target version changed from 2.0.3 to 72

#7 - 2018-10-27 16:09 - skyjake

- Target version changed from 72 to Vanilla / Gameplay

Files

CFG+LOGS.7z	390 KB	2017-04-04	theleo_ua