

Doomsday Engine - Bug #232

Boss Brain doesn't die by rockets as easily.

2005-04-12 20:49 - nuerosphere

Status: Closed	Start date: 2005-04-12
Priority: Low	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0	
Description On the final level of Doom II, the Boss Brain doesn't die from the rocket blasts in 3 hits. There are a few ways to fix this: 1) Change the Boss Brain's health to 'Spawn health = 75;' in OBJECTS.DED. This will do nothing on custom .wads such as Momento Mori unfortunately, where the Boss Brain would be totally undamaged from rocket blasts anyways due to the depth of where the Boss Brain is hidden. (see below). 2) Increase the height of Boss Brain. This will make Boss Brain susceptible to damage from other weapons though even when the lift on Icon of Sin is all the way up. 3) Make rockets cause damage with an infinite height (reverting back to the older original Doom-engine style). May cause an inconvenience in multiplayer deathmatches. Maybe make an option to turn it on/off? Labels: jDoom Gameplay	

History

#1 - 2006-02-10 19:19 - danij

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Option 4)
Treat Boss Brain as infinitely tall without actually changing it's height when checking for projectile impacts/splash damage.

Would require a new mf_ flag.

A global option to make rocket damage infinitely tall (reverting to original behaviour) would be great addition for multiplayer as the new behaviour completely changes the way the rocket launcher is used in DM. The original (quirky?) behaviour is something DOOM DM stalwarts particularly enjoy due to the extra level of strategy it brings.

#2 - 2006-04-23 20:39 - danij

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"Fixed" in SVN for 1.9.0-beta4.

Implemented as per details in my previous comment.