

## Doomsday Engine - Bug #2326

### [Doom] PRCP map32; player incorrectly spawning as camera

2019-04-06 15:47 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2019-04-06
<b>Priority:</b>	High	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Defect		
<b>Target version:</b>	Modding		
<b>Description</b>			
Map 32 of the Plutonia revisited community map set incorrectly spawns the player as a camera, despite the player start seeming to be far enough from the wall.			
<a href="https://www.doomworld.com/idgames/levels/doom2/Ports/megawads/prcp">https://www.doomworld.com/idgames/levels/doom2/Ports/megawads/prcp</a>			
Evidence suggests this bug has existed in Dday for a long time (i.e dating back to at least 1.14).			

### History

#### #1 - 2019-04-06 15:55 - vermil

Ok, further testing reveals that the player spawns as a camera under the floor, whenever they spawn anywhere on the map (i.e it doesn't matter whether they are just starting the map or loading a savegame from anywhere on the map).

#### #2 - 2019-11-29 22:30 - skyjake

- *Category set to Defect*
- *Priority changed from Normal to High*
- *Target version set to Modding*