

Doomsday Engine - Bug #2385

[Heretic] Deactivating a one-time teleport

2019-12-31 08:54 - svl1

Status:	New	Start date:	2019-12-31
Priority:	Normal	% Done:	0%
Assignee:	Deng Team		
Category:			
Target version:	Modding		
Description			
The one-time teleport linedef is deactivated if it is crossed from the back. Monsters can also deactivate this linedef			

History

#1 - 2019-12-31 09:44 - skyjake

What is the correct behavior for a teleport line when crossed from the back? Should it cause a teleportation, or should nothing occur until it is crossed from the front?

What is the correct behavior with regard to monsters?

#2 - 2019-12-31 11:09 - svl1

Nothing should occur, same with monsters

#3 - 2020-01-01 21:52 - skyjake

- Target version set to Modding

Files

__TEST.zip	3.55 KB	2019-12-31	svl1
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