

Doomsday Engine - Bug #302

Cacodemons getting stuck.

2006-06-21 00:49 - nuerosphere

Status: Closed	Start date: 2006-06-21
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta4	
Description Groups of Cacodemons keep getting stuck and stacked on top of each other in mid-air. It seems to happen very often.	
Labels: jDoom Gameplay	

History

#1 - 2006-06-21 07:12 - nuerosphere

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/7921a9fd/10d5/attachment/Image1.jpg

#2 - 2006-06-27 19:59 - danij

Logged In: YES
user_id=849456

This is a known problem.

Upon inspection it would appear that a certain movement condition is never tested for (mobj moving upwards into another from underneath). It will be fixed in the next release.

#3 - 2007-05-28 06:48 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

bump - whats happening here ?

#4 - 2010-05-12 14:41 - eunbolt

I can confirm this bug still happens