

Doomsday Engine - Bug #310

[Doom] Dead bodies do not stop sliding

2006-07-23 02:05 - ashridah

Status: Rejected	Start date: 2006-07-23
Priority: Lowest	% Done: 0%
Assignee:	
Category: Defect	
Target version:	
Description While playing doom1's e1m8, I noticed that I was able to get a dead body to effectively start bouncing back and forth across the slime-pit at the start of the level. I've seen this in other places where stairways effectively face each other (some places in doom2 are like this, specifically, the end of level 22, as seen in the second save game) I'll attach my jdoom.cfg and two save games that exhibits the issue. DoomSav0.cfg is from doom1-ultimate, and DoomSav1.cfg is from doom2. This bug was found in recent SVN builds of the doomsday engine. Moving around seems to affect the sliding speed and direction. Labels: Doom	

History

#1 - 2006-07-23 02:05 - ashridah

Save games and jdoom.cfg showing issue.

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/ba3c07fd/d170/attachment/doombug.zip

#2 - 2006-07-25 10:10 - danij

Logged In: YES
user_id=849456

This is a very old issue and is the reason why corpse sliding is disabled by default.

I'll get around to this at some point but currently it is rather low priority.

#3 - 2012-08-27 20:23 - danij

- **labels:** jDoom Gameplay --> Doom
- **summary:** Dead bodies do not stop sliding --> [Doom] Dead bodies do not stop sliding

#4 - 2013-10-22 18:09 - skyjake

- *Tags set to PlaySim, Physics*
- *Target version deleted (1.9.0-beta6)*

#5 - 2013-10-22 18:09 - skyjake

- *Category set to Defect*

#6 - 2017-04-03 15:09 - skyjake

- Status changed from New to Rejected