Doomsday Engine - Bug #329

[Heretic|Hexen] Afrit/Gargoyle death, endless frame loop

2006-08-02 19:13 - deus-ex

Status:	Rejected	**Start date:**	2006-08-02
Priority:	Lowest	**% Done:**	0%
Assignee:			
Category:	Vanilla emulation		
Target version:			

Description

When the Gargoyle(red flying Monster in Heretic)/ Afrit(black fireskined flying Monster in Hexen) falls to death in a tight spot or at some stairs sometimes the death animation gets stuck in an endless loop.

I tried to provide a savegame of that situation but it turned out that a savegame restores just the final death state of a monster, i.e. when the above described situation occurs and you make a savegame, the endless death frame looping disappears once you load that savegame.

Labels: Gameplay, Heretic, Hexen

History

#1 - 2007-05-28 06:50 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

bump - whats happening here ?

#2 - 2009-01-28 22:17 - danij

This is due to a bug in original Heretic and Hexen where flying creatures can get stuck in a loop whereby they repeatedly enter their "Crash" state.

#3 - 2012-08-28 10:54 - skyjake

- **labels**: Gameplay --> Gameplay, Heretic, Hexen
- **milestone**: --> v1.8.6

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

- Tags set to Heretic, Hexen, PlaySim

- Subject changed from [Heretic/Hexen] Afrit/Gargoyle death, endless frame loop to [Heretic|Hexen] Afrit/Gargoyle death, endless frame loop

- Category set to Vanilla emulation

- Priority changed from Low to Lowest

- Target version deleted (1.8.6)

#5 - 2017-04-03 15:10 - skyjake

- Status changed from New to Rejected