

Doomsday Engine - Bug #340

Mummy creatures hurt themselves with own skull attack

2006-08-19 05:01 - ashridah

Status: Closed	Start date: 2006-08-19
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta4	

Description

In heretic, the skulls released by mummy creatures collide with the hitbox of the mummy that launches it immediately, injuring, and potentially killing, them.

Attached is my jheretic config, and a demo showing the issue.

No extra data has been added, just standard heretic.wad.

Labels: jHeretic Gameplay

History

#1 - 2006-08-19 05:01 - ashridah

jheretic config

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/28447a25/0958/attachment/jheretic.cfg

#2 - 2006-08-19 05:02 - ashridah

demo of mummies injuring themselves.

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/28447a25/4aa5/attachment/demo1

#3 - 2006-09-03 22:45 - zachkeene

Logged In: YES
user_id=1103163

Changing line 1110 of jHeretic/src/p_enemy.c from:

```
mo->target = actor->target;
```

to

```
mo->tracer = actor->target;
```

seems to fix this. (I'm guessing this bug crept in at SVN 3458, before which this line read something like "mo->special1 = (int) actor->target;")

#4 - 2006-09-04 01:40 - danij

Logged In: YES
user_id=849456

You ARE on a bit of a roll arn't you zachkeene :)

Fixed in SVN for 1.9.0-beta5