

Doomsday Engine - Bug #343

Cyberdemon infights

2006-08-23 02:50 - papercut2

Status: Closed	Start date: 2006-08-23
Priority: High	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta4	
Description In the latest version of Doomsday, monsters are unale to fight cyberdemons. This hasn't been tested with the Spider Mastermind. Doom2 Map08, the room with the Cybie and all the Hell Barons is practically impossible because of this. CyberDreams.wad Map07 IS impossible because of this. Labels: jDoom Gameplay	

History

#1 - 2006-08-24 02:22 - papercut2

Logged In: YES
user_id=1566636

I tested and it does in fact do the same for the Spider Mastermind as well.

#2 - 2006-09-19 17:23 - pimpuigi

Logged In: YES
user_id=1600910

In Barrels of Fun the arachnatrons wouldn't fight with the Mastermind either.

#3 - 2006-09-19 17:24 - pimpuigi

Logged In: YES
user_id=1600910

My fault, didn't know where comments appeared.

#4 - 2006-11-06 03:04 - zachkeene

Logged In: YES
user_id=1103163

While trying to track this down I saw this in jdoom/src/p_enemy.c (line 226):

```
dist =  
P_ApproxDistance(actor->pos[VX] -
```

```
actor->target->pos[VX],
```

```
actor->pos[VX] -
```

```
actor->target->pos[VY]) - 64 * FRACUNIT
```

Surely that second "actor->pos[VX]" should be "actor->pos[VY]"?

Unfortunately changing this didn't fix the problem, so back

to digging I go...

#5 - 2006-11-06 03:53 - zachkeene

Logged In: YES
user_id=1103163

OK, the real source of this bug is line 984 of
jdoom/src/p_inter.c:

```
((!target->threshold && !(source->flags2 & MF2_BOSS)))
```

```
target->type == MT_VILE) &&
```

The MF2_BOSS check was added in SVN 3128 along with other changes meant to add some Heretic functionality to jDoom. However, no equivalent check existed in the original Doom source and having it here is preventing other monsters from targetting bosses.

#6 - 2006-11-06 17:24 - danij

Logged In: YES
user_id=849456

While trying to track this down I saw this in
jdoom/src/p_enemy.c (line 226):

```
dist = P_ApproxDistance(actor->pos[VX]  
actor->target->pos[VX],  
actor->pos[VX]  
actor->target->pos[VY]) - 64 *
```

FRACUNIT

Surely that second "actor->pos[VX]" should be
"actor->pos[VY]"?

Well spotted. Yep, that is definitely a bug, I'll commit a fix soon.

#7 - 2006-11-06 17:28 - danij

Logged In: YES
user_id=849456

OK, the real source of this bug is line 984 of
jdoom/src/p_inter.c:

```
((!target->threshold && !(source->flags2  
& MF2_BOSS))) target->type == MT_VILE) &&
```

The MF2_BOSS check was added in SVN 3128 along with other changes meant to add some Heretic functionality to jDoom. However, no equivalent check existed in the original Doom source and having it here is preventing other monsters from targetting bosses.

Good work. I'll look into and commit a fix for this logic error soon.

#8 - 2006-12-27 13:52 - danij

Logged In: YES
user_id=849456
Originator: NO

Fixed in svn for 1.9.0-beta5.

In order to fix this properly I've had to implement a new MF3_NOINFIGHT flag. This flag can be used to prevent a mobj from being "in-fought with". And this means that all games' objects.ded's have been updated too.