

Doomsday Engine - Bug #347

getting stuck in walls (doom1)

2006-08-30 15:06 - guntherdw

Status:	Closed	Start date:	2006-08-30
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta4		
<div>Description</div> <div>in E2M4, you are able to get stuck in the walls in the part where there are a group of lost souls crammed into a small hallway i'd attach a demo, but it won't play the demo after i recorded it i attached it anyway... (how to do it : get berserk, run into that hallway, punch the hell outa them but run through them while they die. it won't work 100% of the time, sometimes you just get stuck a little bit but can get back into the hallway)</div> <div>Labels: jDoom Gameplay</div>			

History

#1 - 2006-08-30 15:06 - guntherdw

demo

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/ea1f49a9/2ee6/attachment/ghostbug.lmp

#2 - 2006-09-02 13:08 - daniij

Logged In: YES
user_id=849456

Is this problem in the current SVN version or does it exist in beta4?

#3 - 2006-09-02 22:27 - guntherdw

Logged In: YES
user_id=895459

it is in beta4 (and i guess a lot of version before that one, but i'll have to check on that one)
it generally works if u're standing on a monster or 2, it seems u can just walk through the wall they are 'attachted' to

#4 - 2006-09-27 00:59 - papercut2

Logged In: YES
user_id=1566636

Seen it before. The thing about objects going over top or below other objects seems to be a bit touchy. As far as I know, since the death animation of most monsters appears to be a lower height than the monster when its standing up, you're able to walk on top of them like stairs. This can be used to get to ledges that are too tall to walk up. Or in this case, get stuck in walls.

#5 - 2007-03-01 20:37 - mercury13_kiev

Logged In: YES
user_id=1732664
Originator: NO

I stuck at MAP06, in a small hiding-place behind the lift right after the blue door.
Beta5.

#6 - 2009-02-26 18:02 - jimigrey

I get this quite a lot in Hexen killing monsters with melee weapons. Using beta6.

#7 - 2010-01-08 23:54 - filipetolhuizen

Still get this on latest beta specially on Ultimate Doom E3L1. Enabling original Doom's clipping code did not fix this.

#8 - 2010-04-18 07:47 - danij

Fixed in 1.9.0-Beta6.9