

## Doomsday Engine - Bug #369

### jDoom64: Monsters get stuck in doors

2006-09-23 12:05 - mrdarka

<b>Status:</b> Closed	<b>Start date:</b> 2006-09-23
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> daniij	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> Monsters sometimes get stuck in doors. Can be easily reproduced by standing next to the exit room (with pinkies) door in E1M01. Screenshot attached.	
<b>Labels:</b> jDoom64 Gameplay	

#### History

#1 - 2006-09-23 12:05 - mrdarka

pinky demon stuck in door

#### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/539f6607/f010/attachment/002.jpg](http://sourceforge.net/p/deng/bugs/_discuss/thread/539f6607/f010/attachment/002.jpg)