Doomsday Engine - Bug #384

'Disable Autoaim' indicator is reversed

2006-11-12 19:19 - zaorish

Status:	Closed	**Start date:**	2006-11-12
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.9.0-beta4		

Description

When I start jHexen for the first time, configure my controls and video settings, and then begin to play the game, with mouselook, I notice that autoaim is on.

I can tell because my shots do not fire where the I am pointing with my mouse.

I go to the Gameplay Options section, and notice that the indicator says:
"use autoaim: no"

I press the Right Arrow so it says
"use autoaim: yes"

Now, I go back to the game. I test it by firing a hitscan weapon (the wand) slightly to the side of an enemy. The shot hits exactly where I point! Autoaim must be off.

Thus, I conclude that as it stands now, the default for Autoaim is really "Autoaim ENABLED", where it SHOULD be "autoaim DISabled".

The autoaim indicators are reversed.
This bug works in Hexen full, Hexen 4 level demo, and Hexen Deathkings, no matter the character class or weapon.

Labels: jHexen

History

#1 - 2006-12-30 18:19 - skyjake

Logged In: YES
user_id=717323
Originator: NO

Seems to have been fixed for beta5.