

Doomsday Engine - Bug #388

Missile speeds (steep vertical angles)

2006-12-18 00:22 - davecousineau

Status: New	Start date: 2006-12-18
Priority: Low	% Done: 0%
Assignee:	
Category: Defect	
Target version: Modding	
Description Couple problems with missile calculations in jHexen. 1 - Frost Shards. When aiming at a very high or very low angle, the angle that the shards are fired at is less than what is aimed for (with the exception of a single shard) 2 - Dark Bishop projectiles don't seem to include vertical distance in the time/speed/distance formula. In the forsaken outpost level there are dark Bishops at the bottom of a very deep chasm (behind the island of rock with repulsion discs on it). When shooting at the player from the bottom of the chasm the enemies missiles travel nearly instantaneously (straight up) to the player. There is almost no horizontal distance, but a huge vertical distance. Labels: Hexen	
Related issues: Related to Feature #1587: 3D weapon behaviour New 2013-09-29	

History

#1 - 2006-12-18 00:25 - davecousineau

Logged In: YES
user_id=1665811
Originator: YES

(by "very high or very low angle" i mean aiming straight up or down, or nearly straight up or down)

#2 - 2006-12-18 01:32 - davecousineau

Logged In: YES
user_id=1665811
Originator: YES

i should also mention that the problem with the Dark Bishops missiles does not occur with Afrit missiles

#3 - 2006-12-27 14:55 - danij

Logged In: YES
user_id=849456
Originator: NO

Which version of Doomsday and jHexen have you noticed these problems with?

#4 - 2006-12-30 16:48 - davecousineau

Logged In: YES
user_id=1665811
Originator: YES

doomsday 1.9.0-beta4
jhexen 1.3.0-beta4

#5 - 2007-05-28 06:17 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

bump - whats happening here ?

#6 - 2007-05-29 11:53 - danij

Logged In: YES
user_id=849456
Originator: NO

To fix this, the calculations need to use an equation which takes into consideration the vertical z dimension.

#7 - 2007-05-31 11:10 - danij

Logged In: YES
user_id=849456
Originator: NO

The Heretic crossbow's side shots need this too.

#8 - 2012-08-27 20:16 - danij

- **labels:** jHexen Gameplay --> Hexen
- **milestone:** --> v1.8.5

#9 - 2013-10-22 18:12 - skyjake

- *Tags set to Gameplay, Heretic, Hexen*
- *Subject changed from [Hexen] Missile speeds to Missile speeds (steep vertical angles)*
- *Category set to Defect*
- *Target version deleted (1.8.6)*

#10 - 2017-04-03 15:07 - skyjake

- *Target version set to Modding*