

## Doomsday Engine - Bug #39

### jDoom: Sliding corpses

2003-04-15 15:18 - skyjake

|   |                               |
|---|-------------------------------|
| <b>Status:</b> Closed   | <b>Start date:</b> 2003-04-15 |
| <b>Priority:</b> Low  | <b>% Done:</b> 100%           |
| <b>Assignee:</b> skyjake  |                               |
| <b>Category:</b>  |                               |
| <b>Target version:</b> 1.7.8  |                               |
| <b>Description</b><br>(Doom2, map22) For some reason, after any enemy you kill in that room with end-level switch, their dead body starts moving around, going up and down the ledges on the sides of the room. I tested this in a couple of different difficulty settings to make sure it wasn't just a fluke.<br><br>(Doom1, map01) Sometimes happens in the starting room; corpses slide along the steps of the main entry.<br><br><b>Labels:</b> jDoom Gameplay |                               |

#### History

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##### #1 - 2003-04-15 22:28 - skyjake

Logged In: YES  
user\_id=717323

Friction must be failing when the corpse slides parallel to the ledge. Perhaps this was originally intended to make the corpse fall over the ledge more easily?

##### #2 - 2003-04-16 10:02 - skyjake

Logged In: YES  
user\_id=717323

Partial fix: cvar to disable sliding corpses (game-corpse-sliding).