Doomsday Engine - Bug #602

Changed chainsaw behaviour

2009-02-07 21:43 - danij

Status:	Closed		**Start date:**	2009-02-07
Priority:	Normal		**% Done:**	100%
Assignee:	skyjake			
Category:				
Target version:				

Description

In DOOM, the chainsaw would "drag" the player towards whatever was being attacked when within a certain range, rather like a "tractor beam". Currently this behaviour seems broken.

Labels: jDoom

History

#1 - 2009-02-21 16:10 - danij

The cause of this is that P_PlayerThinkAttackLunge is still updating ddplayer_t::cmd directly, rather than player_t::brain.

#2 - 2009-04-19 15:05 - vermil

I'll throw in that Heretic's Gauntlet's are also affected by this, likely given the Gauntlet's similar behaviour to Doom's Chainsaw.

#3 - 2010-04-05 17:46 - skyjake

Attack lunge restored for beta6.9.