

Doomsday Engine - Bug #695

auto lowering of flying mobjs not checking the way is clear

2009-05-29 10:00 - vermil

Status: Closed	Start date: 2009-05-29
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta6	
Description	
<p>In the Doom engine games a flying foe is automatically lowered to the player's camera as they approach.</p> <p>In Beta6.2 no check is being made as to whether a solid mobj is blocking the move. This means that the flying foe can lower/raise into other solid mobj's and get stuck.</p> <p>Going near the stuck mobj from a higher/lower position will cause the flying foe to move up/down and hence off the solid mobj after which it will move normally again.</p> <p>This is something that can be easily tested using the barrels and Gargoyles in the start room of E1M1 of Heretic; simply stand right behind a barrel and any Gargoyle that flies over the barrel will auto lower and get stuck on it.</p>	
Labels: jHeretic Gameplay	

History

#1 - 2009-05-29 10:13 - danij

This is a known issue and has previously been reported (see http://sourceforge.net/tracker/?func=detail&aid=1509661&group_id=74815&atid=542099). Closing as duplicate.