Doomsday Engine - Bug #713

Bad guys slow to wake up

2009-06-04 16:19 - vermil

Status:	Closed	**Start date:**	2009-06-04
Priority:	Normal	**% Done:**	100%
Assignee:	danij		
Category:			
Target version:	1.9.0-beta6		

Description

In Beta6.3 a fix was made to the bad guy sight code to stop the very fair occurrence of one activating when it couldn't see the player.

However in the process bad guys have now become slow to wake up in certain situations. Notably bad guys behind doors are activating considerably slower than they should be.

It's not something that can be described in technical terms.

Labels: Gameplay