Doomsday Engine - Bug #794

Monsters get stuck within each other

2009-10-02 06:54 - sonicdoommario

Status:	Closed		**Start date:**	2009-10-02
Priority:	Normal		**% Done:**	100%
Assignee:				
Category:				
Target version:	1.9.0-beta6			

Description

Sometimes, the monsters can get stuck within each other, making them unable to move or attack. Is this related to the clipping through the wall bug? Here is a picture attached.

Labels: Gameplay

History

#1 - 2009-10-02 06:54 - danij

This appears to be the same issue as described here: http://sourceforge.net/tracker/?func=detail&aid=1509661&group_id=74815&atid=542099

Closing as duplicate.

#2 - 2009-11-07 10:03 - sonicdoommario

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/010a5c05/6e73/attachment/stuckmonsters.jpg