

Doomsday Engine - Bug #822

Monsters vision 2side linedefs

2009-11-16 18:48 - tolwyn

Status: Closed	Start date: 2009-11-16
Priority: High	% Done: 100%
Assignee:	
Category:	
Target version:	
Description	
<p>This one is going to be hard to explain, so I've attached a PWAD.</p> <p>Monsters can see the player when they shouldn't be able to. Monster is on a moveable sector. Only when the floor of the monster sector is lowered should the player be seen. Tested with Doom.exe 1.9 and Chocolate doom to confirm. This affects gameplay on any PWAD that tries to conform to monster behavior in standard doom.</p> <p>In the attached PWAD, the imp in sector 18 (hit the lion switch) should not be able to see the player until after the switch is activated and the floor lowers.</p>	
Labels: Gameplay	

History

#1 - 2009-11-16 18:48 - danij

Thanks for the report however this particular issue is already being tracked, see here:
http://sourceforge.net/tracker/?func=detail&aid=2873820&group_id=74815&atid=542099

This issue will be addressed for the 1.9.0-beta6.8 release.

Closing as duplicate.

#2 - 2012-08-24 21:45 - tolwyn

Player vis. to Imp too soon

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/7505ce59/b2c6/attachment/bug1.wad