

Doomsday Engine - Bug #828

XG: Mobj gone, Infine and BFG Tracers

2009-11-26 21:17 - vermil

Status: Closed	Start date: 2009-11-26
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.8.6	

Description

A bug with a very specific XG setup.

If one has a mobj_gone XG def that plays an infine def upon activation, the infine def will not play if the last mobj the mobj_gone XG def is checking for is removed/killed by a BFG tracer. However the XG line still visibly activates on the auto map.

If the last mobj is removed/killed by any other means (i.e player or bad guy fire), the infine def will play.

```
Line Type {
ID= 6200
Class="lrc_command";
Count = 1
Type = flip;
Flags = mobj_gone | ticker
Flags2 = when_act | any
Time = 1
Thing type = "XXX"
lp0 = "lref_self";
Sp0 = "startinf XXX";
}
```

Labels: XG

History

#1 - 2009-11-20 19:07 - danij

I've just tried this myself in 1.9.0-beta6.7 and it seems to work just fine.