

Doomsday Engine - Bug #851

Incorrect blast damage calculation

2010-01-11 13:54 - gobhuo

Status: Closed	Start date: 2010-01-11
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description Blast damage is calculated incorrectly. Test case: Fire a rocket against a wall. It should do 127-128 damage, as in vanilla Doom and PrBoom+. In Doomsday, however, it does 112-113 damage. Labels: jDoom Gameplay	

History

#1 - 2010-01-11 14:32 - gobhuo

I use Doomsday 1.9 beta 6.8 (fresh installation), addons disabled.

#2 - 2010-01-12 18:28 - danij

This is due to the fact the damage calculation was changed to incorporate the distance along the world up axis. However, as the rockets are fired from the player's position plus height/2 this means there is additional distance factored into the calculation.

Fixed for 1.9.0-beta6.9 by changing the distance calculation so that the z damage point is the base plus height/2 thereby removing the additional distance when both are equal on the world up axis.

Note that if you want to retain the exact original behaviour you can do so via the console:
server-game-radiusattack-nomaxz 1

#3 - 2010-02-27 21:22 - danij

Which version of Doomsday are you using?