

Doomsday Engine - Bug #920

pain elementals not spitting lost souls in lower lvls doom2.

2010-06-13 04:25 - stavstav2

Status: Closed	Start date: 2010-06-13
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description bug in doom2 in beta 6.9 involves the pain elementals, yesterday played thru lvls 1-9, in tricks and traps lvl 7, as well as in the pit lvl 8, they do not spit lost souls at all, nor do they leave them behind when they die. they go thru the animation but no lost soul comes out... however i am now on lvl 10-13, started doomsday and loaded to lvl 10... (yesterday i had played thru lvls 1-9 without restarting doomsday), and now the pain elementals are now working correctly, they are spitting lost souls correctly and when it dies it releases them... maybe they stop working after a while of doomsday running? or maybe they just dont work on those specific lower lvls... or maybe its plugin related... dont know thank you =) Labels: Gameplay	

History

#1 - 2012-03-02 18:29 - danij

This is normal. In the original games, Pain Elementals will only spit Lost Souls if there is less than 21 of them on the same map. Otherwise they will go through the motions but nothing will spawn.

It sounds to me like this is what you experienced.