

Doomsday Engine - Bug #951

Enemies can hurt you from ledges the player is hiding behind

2011-02-11 18:06 - amanojyakux

Status:	Closed	Start date:	2011-02-11
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.8.6		
Description			
<p>On some occasions if an enemy is standing on a small ledge and I take cover behind that ledge, the enemy can attack me. I noticed this first in one of the very first rooms in Doom 2 (the room with the 4 platforms and 4 gunners(2 switches, blue floor). When I eliminate 3 of the gunners and hide directly behind the ledge the 4th gunner is standing on, I get hit. I compared this to the behavior of PrBoom+ and Chocolate Doom and on this ports the gunner shoots, but all shots hit the opposite wall.</p> <p>User Vermil compared Windows Doomsday 1.8.6 and 1.9 Beta 6.9 to Dos Doom2 and seems to get the same behavior.</p>			
Labels: jDoom			

History

#1 - 2011-02-12 14:34 - daniij

Problem found. Its due to an incorrect slope calculation in P_AimLineAttack. Will be fixed in the upcoming 1.9.0-beta6.10 release.