

Doomsday Engine - Bug #969

Doom: Bad guy hitscan anomaly

2011-09-12 12:40 - vermil

Status: Closed	Start date: 2011-09-12
Priority: Normal	% Done: 100%
Assignee: daniij	
Category:	
Target version: 1.8.6	

Description

In the setup shown in the attached screenshot, the Chaingunners attacks near all hit the far lower floor the Hell Knight is on, rather than travelling over his head and hitting the area around the player (naturally hitting the Hell Knight in the process).

Once the Hell Knight is dead, the Chaingunners attacks all correctly hit the area around the player.

This is present in 1.8.6, beta 6.9 and the MP builds, though it is worse in the older releases (i.e. in 1.8.6, every one of the Chaingunners hit scan attacks hit the lower floor, but in the MP builds only most of them do).

Labels: jDoom Gameplay

History

#1 - 2012-08-27 20:29 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/3cd53964/cbca/attachment/doom2-003.jpg