

Doomsday Engine - Bug #972

[Doom] Lost Souls infinite Z height

2011-10-25 19:54 - vermil

Status: New	Start date: 2011-10-25
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version: Modding	
Description While Dday has removed most of the other infinite Z height-isms by default and added options to turn many of them back on should the user wish, it seems Lost Soul attacks were missed; they still hit the player regardless of how far above/below the player they are flying and there is no option to disable it if one wishes.	
Labels: Doom	

History

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

- **labels:** jDoom Gameplay --> Doom
- **milestone:** --> v1.8.5

#2 - 2016-08-09 10:25 - skyjake

- *Target version deleted (1.8.6)*

#3 - 2017-04-03 14:55 - skyjake

- *Tags set to Doom, PlaySim, Gameplay*
- *Target version set to Modding*