

## Doomsday Engine - Bug #972

### [Doom] Lost Souls infinite Z height

2011-10-25 19:54 - vermil

|  |                               |
|--|-------------------------------|
| <b>Status:</b> New   | <b>Start date:</b> 2011-10-25 |
| <b>Priority:</b> Normal  | <b>% Done:</b> 0%             |
| <b>Assignee:</b>   |                               |
| <b>Category:</b>   |                               |
| <b>Target version:</b> Modding   |                               |
| <b>Description</b><br>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. |                               |
| <b>Labels:</b> Doom  |                               |

#### History

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##### #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*