

Doomsday Engine - Bug #986

[Heretic] Flying bad guys no Z check

2012-02-29 20:02 - vermil

Status: Closed	Start date: 2012-02-29
Priority: High	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.9.7	
Description In Heretic, flying bad guys don't check whether a Z movement will lead to them going inside another mob and hence getting stuck, when auto lowering or raising to the players camera. This is easy to observe with the barrels in the bottom right corner of the start room and the Gargoyles on E1M1. Labels: Gameplay	

History

#1 - 2012-02-29 12:57 - skyjake

Applied a Z check after a valid XY move for build 474. Is this a sufficient fix?

#2 - 2012-04-18 06:00 - vermil

Unfortunetely, the issue remains in 474.

#3 - 2012-04-18 14:41 - skyjake

What is the behavior in the original Heretic: when gargoyles have descended to the player's eye height, will they rise above any barrels that come in the way when they are advancing toward the player; or will they be blocked by the barrels?

#4 - 2012-04-18 15:31 - vermil

From my observations;

In the original Heretic, flying bad guys do not attempt to raise/lower over any solid mob; they go around it. They will only go over/under another solid mob if they happened to already be flying high/low enough to do so.

They only raise/lower to go over terrain or to raise/lower to the players camera.

There were a couple of bugs in the original games though, that led to clearly unmeant behaviour though; Gargoyles engaged in combat with each other would fly up to the ceiling together if they approached each other at the right height (as if the auto/raise lower to target was messing up) and bad guys could rarely, but often enough to be noticeable, accidently clip inside each other while raising/lowering over/under terrain and become stuck (they wouldn't even auto lower to the players camera).

#5 - 2012-04-18 16:28 - skyjake

OK, in that case I won't try to alter that part of the behavior and focus only on preventing flying enemies from getting stuck.

Thanks for the info.

#6 - 2012-04-19 06:56 - skyjake

I've made some new changes that prevent Imps from getting stuck in barrels in E1M1. They will be included in Friday's build 476.

It turned out that this is very closely related to allowing flying things to treat blocking objects similarly as floors in that the flying thing can climb over it. Thus I added a new compatibility option called "game-monsters-floatoverblocking" (default off) that allows the Imps to fly over the barrels (and not get stuck). The option is also available in Doom.

#7 - 2012-04-19 15:34 - skyjake

Closing this report. Other cases of stuck monsters should be handled under other bug reports.