

Doomsday Engine - Bug #2068

[HeXen] Badguys not retaining alerted status upon return to a map

2015-05-21 10:46 - vermil

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|--|--------------------|--------------------|-------------------|
| Status: | New | Start date: | 2015-05-21 |
| Priority: | Urgent | % Done: | 0% |
| Assignee: | skyjake | | |
| Category: | Vanilla emulation | | |
| Target version: | Vanilla / Gameplay | | |
| Description | | | |
| Bad guys are incorrectly loosing their alerted status when the player returns to a map they have previously been to (i.e they aren't staying woken up and targeting the player as they do in Vanilla). | | | |
| Related issues: | | | |
| Related to Bug #1821: [Hexen] Monsters do not always awaken (Seven Portals an... | | Progressed | 2014-06-14 |
| Related to Bug #2227: [HeXen] Crash during gameplay at DK_Map08 (Constable ga... | | Closed | 2017-04-01 |
| Related to Bug #2261: Mobj cross-references not always fully restored after l... | | Closed | 2017-07-28 |

History

#1 - 2015-05-21 11:04 - vermil

Separated from this report as I fear it risked being buried: [#1821](#)

#2 - 2015-05-21 11:06 - skyjake

- Related to Bug #1821: [Hexen] Monsters do not always awaken (Seven Portals and elsewhere) added

#3 - 2015-05-21 11:06 - skyjake

- Tags set to SaveGame, Hexen, PlaySim

#4 - 2015-05-21 11:06 - skyjake

- Category set to Regression

#5 - 2015-05-21 12:04 - vermil

A Death Wyvern that kills its target and then has none (which I imagine can only happen in MP), proceeds to circle the specific area where it is, until it spots a new target, at which point, it resumes following its path.

However, this issue of bad guys not retaining their target when the player returns to a map, allows this to occur in SP with the specific Wyvern on Hypostyle; it looks like Wyvern's can't re-target a dead mobj (the Ettin is the Hypostyle Wyvern's first path target); as a result, I wonder if the Hypostyle Wyvern path was ever tested in MP.

#6 - 2015-05-21 12:22 - skyjake

The Wyvern might be a good debugging case. If it's not resuming its flight plan, that indicates its state, or the flight targets mobjs', was not correctly restored.

So this problem only appears when traveling between hub maps, not when saving and loading the game normally?

#7 - 2015-05-21 12:26 - vermil

It is only when travelling between hub maps. Save games do not appear to exhibit this issue.

#8 - 2017-04-03 13:45 - skyjake

- Category changed from Regression to Vanilla emulation

- Target version set to 2.1 (Late 2018)

#9 - 2017-04-23 10:03 - skyjake

- Related to Bug #2227: [HeXen] Crash during gameplay at DK_Map08 (Constable gate), going through portals while Heresiarch is attacking added

#10 - 2017-04-23 10:03 - skyjake

- Assignee set to skyjake
- Priority changed from High to Urgent

#11 - 2018-08-01 15:55 - skyjake

- Related to Bug #2261: Mobj cross-references not always fully restored after loading a save added

#12 - 2019-11-30 08:25 - skyjake

- Target version changed from 2.1 (Late 2018) to Vanilla / Gameplay