

## Doomsday Engine - Bug #343

### Cyberdemon infights

2006-08-23 02:50 - papercut2

<b>Status:</b> Closed	<b>Start date:</b> 2006-08-23
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta4	

**Description**

In the latest version of Doomsday, monsters are unale to fight cyberdemons. This hasn't been tested with the Spider Mastermind.

Doom2 Map08, the room with the Cybie and all the Hell Barons is practically impossible because of this.

CyberDreams.wad Map07 IS impossible because of this.

**Labels:** jDoom Gameplay

### History

#### #1 - 2006-08-24 02:22 - papercut2

Logged In: YES  
user\_id=1566636

I tested and it does in fact do the same for the Spider Mastermind as well.

#### #2 - 2006-09-19 17:23 - pimpuigi

Logged In: YES  
user\_id=1600910

In Barrels of Fun the arachnatrons wouldn't fight with the Mastermind either.

#### #3 - 2006-09-19 17:24 - pimpuigi

Logged In: YES  
user\_id=1600910

My fault, didn't know where comments appeared.

#### #4 - 2006-11-06 03:04 - zachkeene

Logged In: YES  
user\_id=1103163

While trying to track this down I saw this in jdoom/src/p\_enemy.c (line 226):

```
dist =  
P_ApproxDistance(actor->pos[VX] -
```

```
actor->target->pos[VX],
```

```
actor->pos[VX] -
```

```
actor->target->pos[VY]) - 64 * FRACUNIT
```

Surely that second "actor->pos[VX]" should be "actor->pos[VY]"?

Unfortunately changing this didn't fix the problem, so back

to digging I go...

#### #5 - 2006-11-06 03:53 - zachkeene

Logged In: YES  
user\_id=1103163

OK, the real source of this bug is line 984 of  
jdoom/src/p\_inter.c:

```
((!target->threshold && !(source->flags2 & MF2_BOSS)))|
```

```
target->type == MT_VILE) &&
```

The MF2\_BOSS check was added in SVN 3128 along with other changes meant to add some Heretic functionality to jDoom. However, no equivalent check existed in the original Doom source and having it here is preventing other monsters from targetting bosses.

#### #6 - 2006-11-06 17:24 - danij

Logged In: YES  
user\_id=849456

While trying to track this down I saw this in  
jdoom/src/p\_enemy.c (line 226):

```
dist = P_ApproxDistance(actor->pos[VX]  
actor->target->pos[VX],  
actor->pos[VX]  
actor->target->pos[VY]) - 64 *
```

FRACUNIT

Surely that second "actor->pos[VX]" should be  
"actor->pos[VY]"?

Well spotted. Yep, that is definitely a bug, I'll commit a fix soon.

#### #7 - 2006-11-06 17:28 - danij

Logged In: YES  
user\_id=849456

OK, the real source of this bug is line 984 of  
jdoom/src/p\_inter.c:

```
((!target->threshold && !(source->flags2  
& MF2_BOSS)))| target->type == MT_VILE) &&
```

The MF2\_BOSS check was added in SVN 3128 along with other changes meant to add some Heretic functionality to jDoom. However, no equivalent check existed in the original Doom source and having it here is preventing other monsters from targetting bosses.

Good work. I'll look into and commit a fix for this logic error soon.

#### #8 - 2006-12-27 13:52 - danij

Logged In: YES  
user\_id=849456  
Originator: NO

Fixed in svn for 1.9.0-beta5.

In order to fix this properly I've had to implement a new MF3\_NOINFIGHT flag. This flag can be used to prevent a mobj from being "in-fought with". And this means that all games' objects.ded's have been updated too.