

## Doomsday Engine - Bug #671

### [Heretic] Enemy missile spreads have incorrect vertical aim

2009-04-14 16:28 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2009-04-14
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Vanilla emulation		
<b>Target version:</b>	Modding		
<b>Description</b>			
<p>In Heretic in Beta6.1, the non-centre missiles for all bad guy missile spread attacks are being launched at slightly the wrong angle if the player is above or below the missiles spawn height.</p> <p>If the player is above, the non-centre missiles are aimed slightly too low and if the player is below, they are aimed slightly too high. The centre missile is aimed correctly.</p> <p>The Heretic bad guys with missile spread attacks are the Disciple, Maulotaur and D'sparil's serpent (once he takes enough damage in the case of the later).</p> <p>Similar attacks in JDoom and JHeXen appear to be unaffected.</p>			
<b>Labels:</b> Heretic			

#### History

##### #1 - 2009-05-07 10:37 - danij

This due to the different handling of the Z momentum between P\_SpawnMissile and P\_SpawnMissileAngle. The former does a more accurate, three dimensional calculation, the latter uses a different method.

##### #2 - 2012-03-02 13:29 - vermil

###### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/6c537575/7ce2/attachment/heretic-ext-000.jpg](http://sourceforge.net/p/deng/bugs/_discuss/thread/6c537575/7ce2/attachment/heretic-ext-000.jpg)

##### #3 - 2012-03-02 13:30 - vermil

From a game play perspective, this issue has become bigger since I posted it; it now also effects missile spreads on the horizontal plane.

I attach an example with D'sparil's Serpent showing what I mean; all three missiles should be in a line.

##### #4 - 2012-08-27 20:31 - danij

- **labels:** jHeretic Gameplay --> Heretic  
- **milestone:** --> v1.8.5

##### #5 - 2013-07-17 04:46 - skyjake

- **Priority:** 4 --> 6

##### #6 - 2013-07-17 04:49 - skyjake

Perhaps similar to bug [#1115](#)?

##### #7 - 2013-10-22 18:50 - skyjake

- *Tags set to PlaySim, Physics, Heretic*  
- *Category set to Vanilla emulation*  
- *Target version deleted (1.8.6)*

##### #8 - 2017-04-03 14:57 - skyjake

- *Target version set to Modding*