

Doomsday Engine - Bug #671

[Heretic] Enemy missile spreads have incorrect vertical aim

2009-04-14 16:28 - vermil

Status:	New	Start date:	2009-04-14
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Vanilla emulation		
Target version:	Modding		
Description			
<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>			
Labels: 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

#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*