

Doomsday Engine - Bug #713

Bad guys slow to wake up

2009-06-04 16:19 - vermil

Status: Closed	Start date: 2009-06-04
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	
Description	
<p>In Beta6.3 a fix was made to the bad guy sight code to stop the very fair occurrence of one activating when it couldn't see the player.</p> <p>However in the process bad guys have now become slow to wake up in certain situations. Notably bad guys behind doors are activating considerably slower than they should be.</p> <p>It's not something that can be described in technical terms.</p>	
Labels: Gameplay	