

Doomsday Engine - Bug #768

[Hexen] Death Wyvern movement broken

2009-09-09 09:56 - vermil

Status: Closed	Start date: 2009-09-09
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	
Description	
<p>As the summary suggests. In Beta6.6, the Wyvern seems to mysteriously lose/gain height.</p> <p>As in he should remain at a constant height just above the pillar (i.e. the height he starts at on the ledge he starts on). But instead he is randomly flying down/up to the floor/ceiling while moving around.</p> <p>It seems random when except that he ALWAYS falls to the floor right after knocking the Ettin off the central pillar.</p>	
Labels: jHexen Gameplay	

History

#1 - 2009-11-07 11:32 - danij

There is indeed a discrepancy here between the current and original behaviours. However I must point out that the Wyvern does indeed move vertically and does not stay clued to it's spawn height (there is logic for this in dragonSeek which is called by A_DragonFlight).

I was also able to coax the Wyvern into flying into the pillar in vanilla Hexen (which he rises up over and continues on normal flight path).

Fixed for 1.9.0-Beta6.9