

Doomsday Engine - Bug #909

[Hexen] Tiny difference in Ettin behaviour

2010-05-27 12:44 - vermil

Status:	New	Start date:	2010-05-27
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Vanilla emulation		
Target version:	Vanilla / Gameplay		
Description			
<p>In the original HeXen and Dday 1.8.6, when one approaches an Ettin from behind, at a diagonal angle (i.e. the ones that start facing away from you at the very start of the game), it turns and strikes you instantly.</p> <p>However in 1.9 beta6.8 and 6.9, the Ettin will instead move around you a set distance before attacking (i.e. it always move the same amount of the left or right of you before attacking).</p> <p>Not really a big thing by itself, but it might suggest either a little mistake in the Ettin's action code (the Ettin has unique chasing code) or maybe a little different in Dday 1.9's handling of melee attacks.</p>			
Labels: Hexen			

History

#1 - 2012-05-07 06:42 - danij

- **labels:** jHexen Gameplay --> Hexen

#2 - 2013-10-22 19:34 - skyjake

- *Tags set to Hexen, Gameplay*

- *Category set to Vanilla emulation*

- *Target version deleted (1.9.0-beta6)*

#3 - 2017-04-03 15:05 - skyjake

- *Target version set to Modding*

#4 - 2017-04-03 18:34 - skyjake

- *Target version changed from Modding to Vanilla / Gameplay*