

Doomsday Engine - Bug #939

[Doom] Barrels are not turning into gib piles if crushed

2010-10-21 19:45 - vermil

Status: Closed	Start date: 2010-10-21
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.12	
Description In the original Doom, a barrel that is crushed will turn into a gib pile. Doomsday doesn't replicate this behaviour. That it occurred in the original Doom was probably an oversight on ID's part certainly, but it can have an effect on game play. In the original Doom, a barrel that is crushed will turn into a gib pile before it reaches the state with the explosion action. In Dday because the barrel isn't turned into a gib pile when crushed, it will run through the death frames and hence will explode. Labels: Gameplay	

History

#1 - 2010-11-01 17:45 - danij

This isn't actually a bug, it was a deliberate change. However I understand that this could possibly affect the outcome of elaborate voodoo-doll "scripted" sequences. I guess a compatibility option is needed.

#2 - 2011-01-26 11:21 - danij

- **status:** open --> fixed
- **assigned_to:** Daniel Swanson
- **Milestone:** v1.8.6 --> v1.12

#3 - 2012-08-12 23:50 - vermil

To elaborate on this. The issue seems to be that mobj's with the noblood mobj flag can't be turned into gib's in DDay.

This isn't the case in Vanilla Doom where regardless of whether a shootable mobj spawns blood splats or puff's when shot, it's "corpse" turns into a gib pile when crushed.

#4 - 2013-09-21 19:23 - danij

Added the compatibility option "game-objects-gibcrushednonbleeders" (default: disabled) for the upcoming 1.12 release (can also be set from Options > Gameplay).

When enabled this vanilla behavior bug/oversight fix is disabled.