

The Binding of Isaac: Repentance Master Bug List

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THIS PAGE IS OUTDATED.

PLEASE SEE THE NEW PAGE ON THE WIKI:

<https://bindingofisaacrebirth.fandom.com/wiki/User:Zamie/Bugs>

STUFF BELOW IS OLD:

1) Bugs I still need to investigate when the unpacker works:

- Out of the thousands of rooms in the game, nearly all of them have enemies that spawn at least 2 squares away from the player. In some specific rooms, enemies spawn right next to the player, which isn't necessarily unavoidable damage, but could be considered unfair. Consider moving the following enemies one square away from the entrances:
 - Sheol: #212 (Cage double champion)
 - Chest: #14, #56 (Gurdy Jr. double champion)
 - Chest: #34 (Cage double champion)
 - Chest: #43, #69 (Monstro double champion)
 - Chest: #94 (Sisters Vis)
 - Chest: #301 (Gurglings double champion)
 - The Dark Room: #14, #83 (Cage double champion)
 - The Dark Room: #34 (Monstro double champion)
 - The Dark Room: #104 (Sisters Vis)
 - Basement: #129, #130, #393, #359 (Mulligan)
 - Cellar: #129, #130 (Mulligoon)
 - Cellar: #359 (Mulligan)
 - Caves: #46, #50, #440, #518 (Boom Fly)
 - Caves: #141 (Clotty)
 - Caves: #255 (Maggot)

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- Caves: #553 (Hive)
 - Caves: #548 (Drowned Hive)
 - Catacombs: #46, #440, #518 (Boom Fly)
 - Catacombs: #548 (Drowned Hive)
 - Depths: #11 (Boom Fly)
 - Depths: #16 (Brain)
 - Womb/Utero: #203 (Lump)
 - Womb: #333 (Fistula)
 - Womb: #410 (Sucker)
 - Womb/Scarred: #507 (Blastocyst)
 - Utero #333 (Fistula)
 - Utero #410 (Sucker)
 - Cathedral: #30 (Kamikaze Leech)
 - Cathedral: #272 (Floating Knight)
 - Sheol: #30 (Kamikaze Leech)
 - Chest: #53, #72, #84 (Fistula)
 - Chest: #54 (Blastocyst)
 - Dark Room: #238, #272 (Kamikaze Leech)
 - Dark Room: #264 (Bone Knight)
 - Carrion Queen: #3272
 - Carrion Queen: #3273

2) Bugs verified to still exist:

- After a teleport, you will appear at a random entrance in the room based on the valid entrances in the room STB/XML. This means that you can teleport to a place that isn't connected to anything. Instead, teleports should only send players to entrances with actual doors in them. (This is a nice quality-of-life fix.)
- The Forgotten + Mutant Spider + Inner Eye makes you take massive knockback every time you hit something. (Test it on a boss.)
- The Forgotten + Anti-Gravity + Soy Milk + Cursed Eye + The Ludovico Technique is broken. (The tear gains a ton of height after hitting it and will eventually disappear.)
- The Stone Eye "warmup" animation that plays as soon as the room is loaded is bugged. This "warmup" animation specifically starts them at 9 o'clock and rotates them to 12 o'clock. Then the animation ends, and the Stone Eyes immediately snap back to 6 o'clock and begin their real attack animation. To fix this, the warmup animation needs to begin at 3 o'clock and spin to 6.

4) Bugs fixed in Racing+ but not fixed in the vanilla game:

- Wizoobs, Red Ghosts, and Lil' Haunts all do not take damage when hit by a tear immediately after entering a room. It is expected that these entities will take damage when they are hit by players. This behavior does not apply to any other enemies in the game.
 - The Wizoobs and Red Ghosts can be fixed by setting "npc.EntityCollisionClass = EntityCollisionClass.ENTCOLL_ALL" as soon as they appear (on the first frame after they have spawned). Currently, the collision is only added after they reappear for the first time.
 - Lil' Haunts also need their collision fixed in this way, but they also have separate invulnerability frames.

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- For certain “trap” rooms with troll bombs, there is no **consistent** strategy to navigate the room without taking damage. This is due to the nature of troll bombs having a variable length fuse time, a behavior added in Afterbirth. As long as the fuse time is sufficiently random, rooms like these will always have a chance to be unavoidable damage. One way to fix this is to revert the change so that Troll Bombs (and Mega Troll Bombs) have set fuse timers, which is the way that it worked in Wrath of the Lamb and Rebirth. The advantage of this is that it allows skilled players to perform the mental calculations to exactly predict the bouncing around of multiple troll bombs. Doing this would also prevent cheap shots from Mega Troll Bombs, because there are many situations in which you have to make a 50/50 movement gamble on whether the fuse time will be short or long, which leads to very frustrating gameplay. For reference, the unavoidable rooms are as follows:
 - Basement/Cellar/Burning: #767
 - Cellar/Burning: #752
 - Depths/Necropolis: #699
 - The puzzle rooms with the red fires along the sides of the room (Basement/Cellar #771) have no consistent strategy with which to avoid the random shots. If you do the room enough times in a row, it is always unavoidable damage. See the following video: <https://www.twitch.tv/videos/124692677>
 - The AI of Red Fires should be programmed in such a way that they are predictable. For example, perhaps they can function similar to turrets such that they “lock on” after acquiring line of sight and then always fire a set duration later.
 - The yellow and orange Purity auras look extremely similar to each other. While not strictly a bug, this behavior makes it extremely difficult to distinguish between the auras, especially on builds with a lot of costume changes. If the speed aura was green instead of yellow, it would be much easier to be able to distinguish between the auras.
 - When entering a room with a Gurdy, Mom, Mom's Heart, or It Lives, the player is immediately teleported to the center of the room. This is unexpected for new

players and disorienting for old players. Is there a specific reason for this? We recommend removing the teleportation and making the player appear at the natural entrance.