

Doomsday Engine - Bug #1040

[Hexen] Singleplayer starts on Deathkings MP map 35 broken

2012-05-14 15:54 - vermil

Status: Closed	Start date: 2012-05-14
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.12	
Description Pretty much what the summary states; if one tries to warp to these maps (33-39) in single player, the player is turned into a camera as if there is no single player starts present on the maps. There are.	
Labels: Hexen, Deathkings	

History

#1 - 2012-05-14 15:55 - vermil

Further testing reveals this bug is actually exclusive to Map35.

If one goes to any other DM map they spawn normally. However if you go to Map35 you spawn as a camera and remain in camera state even if you proceed to warp to any other map with the level warp cheat or start a new game.

One has to manually disable camera state and noclipping to restore the correct behaviour.

#2 - 2012-05-14 16:33 - danij

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

- **summary:** [Deathkings] Singleplayer starts on MP map 35 broken --> [Hexen] Singleplayer starts on Deathkings MP map 35 broken

#3 - 2012-06-25 05:11 - vermil

They were fine in 1.8.6

#4 - 2012-08-27 20:20 - danij

It appears that the spawn fails because the single player spawn spot is determined to be "occupied" by the glitter bridge. However there is clearly enough room between the floor and the underside of the bridge, meaning this is likely to be a Z-clipping bug in PIT_CheckThing()

#5 - 2013-09-22 04:11 - danij

Turns out that P_CheckSpot() is to blame -- it specifically removes the MF2_PASSMOBJ flag from the dummy mobj. Why though?

Edit: I can find no explanation and can think of no reason why one would want to remove this flag at this time.

#6 - 2013-09-22 04:35 - danij

Fixed for the upcoming 1.12 release.

#7 - 2013-09-22 05:02 - danij

- **status:** open --> fixed

- **assigned_to:** Daniel Swanson

- **Milestone:** v1.9.7 --> v1.12