

Doomsday Engine - Bug #1064

[Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)

2012-07-09 22:27 - vermil

Status:	New	Start date:	2012-07-09
Priority:	High	% Done:	0%
Assignee:			
Category:	Redesign		
Target version:	Modding		
Description Vanilla HeXen plays an intermission as soon as the player enters a map with a different cluster number (set in the MAPINFO lump). But Dday expects HeXen intermissions to be on specific maps (i.e the Infine defs for them are all set to display after X specific map).			
Labels: Hexen, Addons			
Related issues: Related to Feature #1369: Dynamic map lists (episode structure) <div>Closed2004-12-15</div>			

History

#1 - 2012-07-09 22:41 - vermil

I've attached a test wad that makes intermission 1 play after map01...in Vanilla 1.0 and 1.1. In Dday it does nothing.

#2 - 2012-07-09 22:41 - danij

In Hexen v1.1 the map progression and interlude animations to play are defined in the MAPINFO lump. A mod may include a custom MAPINFO lump which changes the progression and/or the interlude animation order.

Consequently the Before/After InFine scripts, using MapInfo definitions must be dynamically constructed during game init.

#3 - 2012-07-09 22:42 - danij

- **labels:** Data --> Hexen
- **summary:** [HeXen] Interludes can no longer be moved --> [Hexen] Interludes can no longer be moved

#4 - 2012-07-20 08:31 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/7711abdd/0186/attachment/CLUSTERTEST.WAD

#5 - 2012-08-27 20:02 - danij

- **labels:** Hexen --> Hexen, Addons

#6 - 2012-08-27 20:15 - skyjake

- **summary:** [Hexen] Interludes can no longer be moved --> [Hexen] Interludes can no longer be moved (MAPINFO vs. Infine)

#7 - 2013-10-22 14:58 - skyjake

- *Tags set to InFine, Definitions, MapData, Hexen*
- *Category set to Redesign*
- *Target version deleted (1.9.9)*

I suspect solving this properly would require a system that fully ties together Hexen's MAPINFO and the Map Info definitions.

#8 - 2013-10-22 23:31 - danij

Perhaps a mechanism that interprets Hexen's MAPINFO data into Doomsday MapInfo definition patches which can be applied while the game is loaded?

#9 - 2014-06-21 10:58 - vermil

I'm going to add that this seems to also affect end game triggers in HeXen and HeXen DK, as well as between hub interludes.

I've been playing a HeXen pwad that moves the end game trigger to a different map and said trigger doesn't function in Dday (but does in Vanilla HeXen and GZDoom).

#10 - 2015-03-03 05:20 - daniij

Now that the map progression is described in Episode definitions it follows that the interlude to be played during a specific transition should be defined here also, with the old mechanism using InFine.Before/After definitions should be deprecated (retained for backward compatibility).

Moving the interlude information to the Episode def would also facilitate supporting ZDoom's extended MAPINFO mechanisms for this purpose cleanly.

#11 - 2016-11-22 14:21 - skyjake

- *Target version set to Modding*