

## Doomsday Engine - Feature #1427

### Support for HACX

2006-09-30 06:52 - flamepanther

<b>Status:</b> Closed	<b>Start date:</b> 2006-09-30
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> Compatibility with the HACX expansion for Doom II has improved in recent versions of jDoom, but there are still problems. Presently, the game is mostly playable, but certain map elements such as the vats of muck in level 1 don't work, the lights and translucency for the sprites are wrong, the DOOM II cheat commands are still used, and the DOOM font is still used on the main menu. Ideally, official support for HACX would not only fix these issues, but would eliminate the need for a DEH file so that owners of the retail version of HACX can play it on the Doomsday engine out of the box. Official support in Doomsday might also encourage the community to develop texture and model packs for the game, which I think it deserves.	

#### History

##### #1 - 2007-05-17 20:13 - flamepanther

Logged In: YES  
user\_id=1437996

Issues I've found so far:

- Messages and some menus revert to the Doom font instead of the HACX font.
- Uses the Doom II cheat codes instead of the HACX cheats.
- Uses Doom II exit messages instead of HACX exit messages.
- Default dynamic light and particle effects are wrong.
- Water glows too brightly compared to other textures.
- Between the starting point of Map 1 and the main building, there is a grey line floating in the air. It is only visible from below.
- Map 1 is supposed to have vats filled with slime, which drain when a switch is pressed. Under Doomsday, the vats are already drained when the level starts.
- The invisible floors on Map 5 don't work at all.

I can provide screenshots if needed. I will keep looking for any other problems.

##### #2 - 2007-05-17 20:19 - danij

- **status:** open --> closed
- **milestone:** --> Version 1.9

##### #3 - 2007-05-20 00:27 - danij

Logged In: YES  
user\_id=849456  
Originator: NO

The majority of these should be considered bugs rather than being grouped under the umbrella of "Add HACX support" since (as you noted), HACX is already playable.

Please try to isolate each issue and submit it as a bug report so that it can be easily tackled by one of the development team.

**#4 - 2012-09-19 11:19 - flamepanther**

Logged In: YES  
user\_id=1437996  
Originator: YES

Thanks for the response! I'll follow your advice as soon as HACX becomes playable again. As of beta 5.1, it fails to load the maps, apparently for the same reasons as TNT Evulution and The Plutonia Experiment. I have patience though :)