

Doomsday Engine - Bug #143

[Doom] Doom 2 Map30 lines across demon head

2003-10-03 13:43 - skyjake

Status: Rejected	Start date: 2003-10-03
Priority: Low	% Done: 0%
Assignee:	
Category: Vanilla emulation	
Target version:	
Description	
<p>The lines are visible now because of the higher display resolution. They were present in the original game as well.</p> <p>And... I don't know -- it's not possible to "cheat" with the doomsday port, in order to "blur" the lines or even "erase" them ?</p> <p>The 'lines' are permanent parts of the map. The only way to hide them would be to change the textures of the corresponding sectors so that they don't stand out so much. I guess that could be achieved with a hardcoded check in jDoom.dll. If it detects that Doom II is being used, it would find the affected sectors and do the change. It's not pretty (codewise) but I guess it would help.</p>	
Related issues:	
Related to Feature #1549: Material property that allows disabling ambient occ...	Rejected 2011-10-25

History

#1 - 2004-12-12 13:29 - danij

Logged In: YES
user_id=849456

Closely related to this are the problems with Fakeradio rendering shadows all over the Icon Of Sin.

As mentioned above perhaps a hard coded check would be best, solving both problems.

#2 - 2012-08-27 20:22 - danij

- **labels:** jDoom --> Doom
- **summary:** [Doom2] Map30: lines across demon head --> [Doom] Doom2 Map30 lines across demon head
- Description has changed:

Diff:

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- **milestone:** v1.7.13 --> v1.8.5

#3 - 2013-10-22 17:52 - skyjake

- *Tags set to Doom, Renderer*
- *Subject changed from [Doom] Doom2 Map30 lines across demon head to [Doom] Doom 2 Map30 lines across demon head*
- *Description updated*
- *Category set to Vanilla emulation*
- *Priority changed from Lowest to Low*

- Target version deleted (1.8.6)

#4 - 2017-04-03 15:07 - skyjake

- Status changed from New to Rejected