Doomsday Engine - Feature #1585

Feature # 1648 (Progressed): Complete vanilla DOOM emulation

Feature # 1603 (Progressed): Support for id Tech 1 map hacks

[Map Hack] Extra plane (e.g., Hell Revealed II MAP01)

2013-09-10 02:22 - lucasavd

Status:	Progressed		**Start date:**	2013-09-10
Priority:	Normal		**% Done:**	0%
Assignee:				
Category:	Vanilla emulation			
Target version:	Vanilla / Gameplay			

Description

Hello, there is a pwad named Hell Revealed II which happens to use a different kind of bridge on map01, this time with a floor texture, yet similar to the one found on Plutonia's map02 (still not correctly rendered in any way). So, should you add support for that map hack too?

Sample attached in the ticket.

Note that the sector surrounding the "floating" floor is only 1 map units thick.

History

#1 - 2013-09-10 05:31 - danij

- **labels**: hr2, bridge -->
- **summary**: Alternative bridge map hack support --> [Map Hack] Extra plane (e.g., Hell Revealed II MAP01)
- **status**: open --> accepted
- **assigned_to**: Daniel Swanson
- **Milestone**: Eventually --> Pre 2.0
- **Priority**: 1 --> 7

#2 - 2013-10-18 14:44 - skyjake

- Category set to Vanilla emulation

#3 - 2013-10-22 14:38 - skyjake

- Parent task set to #1603

#4 - 2016-07-05 23:54 - skyjake

- Status changed from In Progress to Progressed

#5 - 2017-04-03 18:41 - skyjake

- Target version set to Vanilla / Gameplay

#6 - 2019-11-29 23:06 - skyjake

- Assignee deleted (danij)

#7 - 2019-12-15 07:50 - skyjake

- File asd.wad added

#8 - 2019-12-15 07:50 - skyjake

- Description updated

#9 - 2019-12-15 08:03 - skyjake

- Description updated

Files

asd.wad	12.7 KB	2019-12-15	skyjake