

Doomsday Engine - Bug #170

XG Wind bug

2004-04-01 16:12 - jimigrey

Status: Closed	Start date: 2004-04-01
Priority: High	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description	
<p>When I make a wind sector that affects only objects touching the floor, it's buggy.</p> <p>Reproduction of the bug:</p> <p>Sector 1 floor height is 64. Sector 2 floor height is 0. Sector 2 has a special xg effect:</p> <pre>Sector Type { ID = 7002; Comment = "Floor move MEDIUM SPEED"; Flags = "stf_floorwind stf_windother stf_windplayer stf_windmonster"; Floor texmove angle = 270; Floor texmove speed = 1; Wind angle = 270; Wind speed = 0.5; }</pre> <p>Player is in the sector 1. Player walks to the edge of these two sectors. Whoaa! Wind strikes player and he moves south.</p> <p>I think that shouldn't happen.</p> <p>The bug is in the XSTrav_Wind. The parts where there is used mo->floorz(and possibly mo->ceilingz) are buggy. If they're replaced with mo->subsector->sector-</p> <p style="padding-left: 40px;">floorheight and mo->subsector->sector->ceilingheight,</p> <p>the wind works ok. No weird wind in the edges after that.</p>	
Labels: XG	

History

#1 - 2006-10-23 20:21 - danij

Logged In: YES
user_id=849456

Yep, you are correct. We should not be using mobj->floorz in this comparison as it is not necessarily the floor of the sector the mobj is actually in.

Fixed in svn for Doomsday 1.9.0-beta5.