

Doomsday Engine - Bug #176

glBSP bug

2004-06-26 20:15 - stephenhowe

Status: Closed	Start date: 2004-06-26
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.15	

Description

Hi,

There is a bug in the latest version glBSP that comes with v1.7.15.

I originally reported a bug with glBSP sometime ago on Heretic level E2M1 where a section of the floor was missing near the final exit. As a result glBSP is now run with -fresh. Skyjake knows me. I have reported quite a few things before.

Well this has proved to be not enough with jHexen and the original HEXEN.WAD.

I find that

(i) there is a hall-of-mirrors effect on the ground of level "Seven Portals" just inside the door to the "Guardian of Fire" (1st door on level from Start position on "Seven Portals"). It is shaped like a triangle. You can see it if you are looking out of the door to the main part of "Seven Portals" from inside the area to "Guardian of Fire". It is on the right.

(ii) You cannot warp to level 10 ("Wastelands") at all. Try typing "VISIT 10". The game crashes completely in OpenGL or DirectX mode.

(iii) If I delete HEXEN.GWA, I can warp to level 10. So it is definitely glBSP in some form.

This may be the cause of 1 other jHexen bug here.

I am going to experiment around with other glBSP options to see if I can build something that JHexen works with.

Stephen Howe

Labels: jHexen

History

#1 - 2004-06-27 00:46 - stephenhowe

Logged In: YES
user_id=1071665

CORRECTION and Update!!!

(i) applies to just inside the door (2nd door from left) to "Guardian of Ice" *NOT* "Guardian of Fire". It is easiest to see by entering the door (as if going to "Guardian of Ice"), turning round and looking at the door

area to right and also ceiling.

(iv) Experimenting with glBSP, I have been unable to cure this even with minor options.

Stephen Howe

#2 - 2004-06-27 22:27 - stephenhowe

Logged In: YES
user_id=1071665

Update:

If I use glBSP 2.00 to build HEXEN.GWA (with -fresh option), I can visit level 10 ("Wastelands") but the mirrored effect in "Seven Portals" is still present. This is an improvement.

Stephen Howe

#3 - 2004-07-07 22:55 - stephenhowe

Logged In: YES
user_id=1071665

UPDATE !!!

One of the developers indicated that the option -keepdummy (a 2.05 option, does not exist for 2.00) will fix the inability to warp to level 10. I have verified this and it is true. It does not fix the hall-of-mirrors and missing walls in "Seven Portals".

Recommendation:

That Doomsday for Hexen 4-level demo, Hexen and DKofDC invokes glBSP with "-fresh -keepdummy"

Stephen Howe

#4 - 2004-07-24 21:15 - skyjake

Logged In: YES
user_id=717323

Agh. Thanks for the info, but I my plan is now this: 1.8.1 will include glBSP 1.96 as an plugin. There will be no more external tool that needs to be run, and the same system will work on every platform.