

Doomsday Engine - Bug #1795

Dynamic map-hacks dependent on non-neighbor planes

2014-05-03 08:10 - danij

Status:	Closed	Start date:	2014-05-03
Priority:	Normal	% Done:	100%
Assignee:	danij		
Category:	Defect		
Target version:	1.14.2		

Description

See report in the forums: <http://dengine.net/forums/viewtopic.php?f=9&t=1765#topic>

This particular map-hack construct is dynamically dependent on both the mapped neighbor plane and the plane in the "local" sector. When the local plane moves the mapped plane must be evaluated again, possibly remapping it from the neighbor to the local sector (or vice versa).

Associated revisions

Revision 4c5c18a4 - 2014-04-30 04:20 - danij

Fixed|World|SectorCluster: Dynamic map-hacks depending on non-neighbor planes

For example, the Red Key trap in Alien Vendetta MAP04 uses a map-hack construct where the columns are dependent on the Planes from both the column sector and the adjacent neighbors. Both planes must be observed in order correctly resolve the "current" dependent plane when a move occurs.

Also fixed a potential crash given a malformed BSP, where many nested "selfreferencing" map-hacks might result in leafs being assigned to the wrong Sector (which will confuse SectorClusterCirculator).

History

#1 - 2014-05-03 08:14 - danij

- Status changed from New to Feedback
- Target version set to 1.14.2
- % Done changed from 0 to 100

#2 - 2014-05-06 23:48 - danij

- Status changed from Feedback to Closed