Doomsday Engine - Bug #1810

textures overlap in some wads

2014-05-27 05:59 - Gary

Status:	Closed		**Start date:**	2014-05-27
Priority:	Normal		**% Done:**	0%
Assignee:	Gary			
Category:				
Target version:				

Description

If you play sci2 here: http://www.doomarchive.com/download.asp?FileId=4827 and use the hi res texture pack, you get the same old problem that has been around a long time where some of the hi res textures overlap the custom wads and I have to deactivate the pack, install the folder manually, and delete the ones that overlap so I can get hi res textures to appear while keeping custom ones around. the issue was not fix, contrary to what they say. one example is level 2 where the textures where the fireblu, bfall, firemag, and firelava animated textures, as well as others overlap some of the custom textures.

History

#1 - 2014-05-27 08:07 - danij

I have just tested 1.14.4 with deng-dhtp-20130813.pk3 and SCI2.wad and the fireblu texture animation from the resource pack was correctly suppressed, allowing the crate conveyor belt in MAP02 to be drawn correctly.

Can you attach a screenshot of the area(s) which aren't being drawn as you expect?

#2 - 2014-05-27 08:09 - danij

- Status changed from New to Feedback

- Assignee set to Gary

#3 - 2014-05-27 09:31 - Gary

danij wrote:

> I have just tested 1.14.4 with deng-dhtp-20130813.pk3 and SCI2.wad and the fireblu texture animation from the resource pack was correctly
> suppressed, allowing the crate conveyor belt in MAP02 to be drawn correctly.
>
> Can you attach a screenshot of the area(s) which aren't being drawn as you expect?

I guess I can activate it and go through and do that. in level one, the sci signs and flags are also being covered with flame textures.

#4 - 2014-05-27 09:35 - Gary

Maybe it isn't needed...the problem appears to be that I allowed externals with pwads in the previous wads I played because I wanted the UI pack to be active. Deactivating that option seems to fix it.

#5 - 2017-04-03 14:22 - skyjake

- Tags set to Textures, Renderer

- Target version set to Modding

#6 - 2017-04-05 07:14 - Gary

I been playing Project Brutality with BD lately and noticed it does the same thing, so what I usually do is make a copy of the hi res texture pk3 for different megawads and rename the pk3 with slightly different names and deleted those flame textures and certain switch textures when they overlap from the pk3 itself. It may not be a Doomsday issue.

#7 - 2017-04-05 07:34 - skyjake

- Status changed from Feedback to Closed

- Target version deleted (Modding)

Marking as closed as it is not clear whether there is a bug here.