

Doomsday Engine - Bug #1860

[Doom] Final Doom teleporter quirk broken

2014-09-05 21:56 - vermil

Status: Closed	Start date: 2014-09-05
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.15	
Description Pretty much what the subject states; Dday no longer replicates the teleport quirk in Final Doom, where the players Z height isn't set to the floor of the location sector. The feature appears to have broken at some point.	

Associated revisions

Revision 90b22cbd - 2015-03-12 03:09 - danij

Fixed|Doom: Final Doom teleport destination altitude (regression)

A simple mix up - global var gameMode is gamemode_t and should be compared with values in that enum, rather than the GM_* flags which are intended for use with global var gameModeBits.

See: http://doomwiki.org/wiki/Final_Doom_teleporters_do_not_set_Z_coordinate

IssueID #1860

History

#1 - 2015-03-12 02:59 - danij

- Status changed from New to In Progress

- Assignee set to danij

#2 - 2015-03-12 03:04 - danij

- % Done changed from 0 to 90

#3 - 2015-03-12 03:09 - danij

- Status changed from In Progress to Resolved

- Target version set to 1.15

- % Done changed from 90 to 100

#4 - 2015-03-14 00:47 - danij

- Status changed from Resolved to Closed