

Doomsday Engine - Bug #1863

[automap] line updating

2014-09-09 12:22 - vermil

Status:	New	Start date:	2014-09-09
Priority:	Low	% Done:	0%
Assignee:			
Category:	Minor detail		
Target version:	Rendering		

Description

A couple of small updating oversights with the automap and single use line types (i.e D1 line types) that feature glows.

In Heretic, line glows aren't replaced with standard lines until the player next moves (note not simply turning) or reloads the map (i.e loads a save game). Until the player moves or reloads the map, no line is rendered at all.

In Doom, if the player presses a locked door line type that doesn't result in the sector moving (let's say the back side of an already opened locked door), the glow isn't replaced by a standard line (i.e rendered at all) with a standard line until the player reloads the map (unlike the above Heretic example, moving doesn't seem to make the line appear).

I attach the couple of test wads I used to check the above; GlowTest is Doom2 Map01 and GlowTestH is Heretic E1M1.

History

#1 - 2014-09-09 12:43 - vermil

While I'm at it, I can't guess if it's a bug or a deliberate change; in Doom, the line glow for exit line types only appears on the stage 3 auto map (i.e top level IDDT), while in Heretic the line glow for exit line types no longer appears at all.

Is this a deliberate half done change/removal because this particular glow was considered cheating?

#2 - 2014-10-05 17:57 - danij

- Priority changed from Normal to Low

#3 - 2014-10-05 17:57 - danij

Re: Deferring of line visibility updates until the player first moves

This is due to a bug in vanilla. As far as I am aware it would serve no useful purpose to emulate this in Doomsday.

Your other points wrt updating of line colors need to be investigated.

#4 - 2014-11-14 17:58 - vermil

I figure that I'll add this just for clarity.

"In Doom, if the player presses a locked door line type that doesn't result in the sector moving..."

This also appears to apply to key operated switches.

#5 - 2017-04-03 14:12 - skyjake

- Category set to Minor detail

- Target version set to Rendering

Files

GlowTestH.wad	2.42 KB	2014-09-09	vermil
GlowTest.wad	2.42 KB	2014-09-09	vermil