

Doomsday Engine - Bug #188

jHeretic/jHexen enemy clipping errors on Linux

2004-08-13 02:07 - zachkeene

Status: Closed	Start date: 2004-08-13
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.8.6	

Description

This happens to me on the Linux version of 1.8.0; I don't use Windows so I haven't tested that version. I'm using the Heretic WAD that came on the "Towers of Darkness" Heretic/Hexen compilation disc (IWAD identification: 00ea102d).

On e1m8 "Hell's Maw", head for the ledge overlooking the southern part of the map but don't go over. Fire to get the Ironliches' attention, and stay on the ledge (or go back into the Golem room).

The Liches will approach the ledge and then disappear, making it impossible to complete the level without MASSACRE (or the no clipping code.)

Labels: Gameplay

History

#1 - 2004-08-13 03:38 - zachkeene

Demo of Heretic Ironlich Bug (made with 1.8.0 Linux)

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/7fdb695a/8d7b/attachment/bug.cmd

#2 - 2004-08-13 03:38 - zachkeene

Logged In: YES
user_id=1103163

Here's a demo of the bug in action. It also demonstrates a weapon oddity that may be related; the Elvenwand and Dragon Claw projectiles don't appear to hit the ledge in question.

#3 - 2004-08-14 05:16 - zachkeene

Screwy Savefile!

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/7fdb695a/4705/attachment/HticSav3.hsg

#4 - 2004-08-14 05:16 - zachkeene

Logged In: YES
user_id=1103163

Seems there's a bigger problem with enemy clipping here; using KITTY I found my two ironliches stuck in a wall along with a few other random baddies.

Odder still is on my current playthrough I saw a red blotch moving along a wall in e1m4. A quick KITTY jaunt showed it to be a gargoyle stuck behind the wall, and it had a few friends back there as well.

I'm uploading a save file with this comment; using the RAVMAP code until object pop up you can see the three gargoyles in question, along with one or two other random enemies stuck in the void. Or use KITTY to see for yourself. Or wait a while and see if a disembodied wing pops up. :)

#5 - 2004-08-14 23:08 - zachkeene

Logged In: YES
user_id=1103163

Problem persists in CVS version I grabbed on Aug 12.

#6 - 2004-08-17 19:01 - zachkeene

Logged In: YES
user_id=1103163

Beating a dead horse probably, but here's another manifestation of the bug I can reproduce pretty consistently. This is in the middle of e1m7 "The Crypts"; keep an eye on the leftmost Warrior when I enter the green door.

This demo also shows a Gargoyle stuck in a nearby wall.

#7 - 2004-08-17 19:01 - zachkeene

Disappearing Warrior/Embedded Gargoyle demo (Aug 12 CVS Linux)

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/7fdb695a/8479/attachment/disappearing_warrior.cdm

#8 - 2004-08-18 00:14 - zachkeene

Logged In: YES
user_id=1103163

Just had a go at 1.8.1-rc4 on a Windows XP machine and couldn't trigger any of these bugs. (The Linux demos still worked, so Windows users can still see what I'm raving on about. :)

#9 - 2004-08-20 22:42 - zachkeene

Logged In: YES
user_id=1103163

Still acting up on 1.8.1 Linux.

#10 - 2004-08-21 08:30 - skyjake

Logged In: YES
user_id=717323

I don't see this bug happening on Windows. It might be a compiler bug, or some glitch with linking. I'll see if it happens on a Mac.

#11 - 2004-08-27 19:13 - zachkeene

Logged In: YES
user_id=1103163

Looks like it's happening in Hexen as well. If necessary I've got a save file in the Heresiarch's Seminary I could upload facing a wall with an Afrit stuck in it as well as something floating around outside to the west of the level.

#12 - 2005-02-14 01:20 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES
user_id=904336

I have the exact same problem playing jHeretic with deng-1.8.6 under Debian Sarge. (gcc 3.3.3).

On all levels there are some few monsters that seem trapped in the walls. For instance i can see a red wing or a part of a monster slightly showing outside the wall, but not the monster itself.

On a few occasions, some big monsters, well displayed at first, manage to disappear in the walls. It happens with the big monster at the end of the episod 3 of Heretic. You know the evil wizzard on the creature at the end.

Trying to go toward you i think it enters thru the structure where you have just appeared.

And at "Hell's maw" the 2 big big skulls need to be shooten if not the gate o f the cave won't open. I had this problem, searching a long moment why i could not progress anymore. Simply they were gone inside the wall, and unshootable :(

#13 - 2005-02-14 21:36 - zachkeene

Logged In: YES
user_id=1103163

Glad to hear it's not just me. :)

I don't know if skyjake was ever able to reproduce it on a Mac, but unfortunately I was able to using the latest beta binaries.

#14 - 2005-02-16 02:48 - zachkeene

Logged In: YES
user_id=1103163

OK, I finally managed to track down the bug using my l33t hax0ring skillz... all right, I cheated and tried the old glHeretic port (heretic.linuxgames.com) and found that it worked perfectly, so I compared its source to the original Heretic source and found how they'd fixed it. Making the same change to Doomsday and running the standard Ironlich test resulted in a much more crowded e1m8. :)

And here's the fix: in Src/jHeretic/P_enemy.c, check the P_NewChaseDir function and change (at about line 336):

```
dirtytype_t tdir, olddir, turnaround;
```

to

```
dirtytype_t olddir, turnaround;  
int tdir;
```

I went ahead and made the same change to jHexen's P_enemy.c (about line 341 in that file) as well, but haven't tested it. I haven't tested either game on the Mac either.

(If you check jDoom's p_enemy.c you'll find that the change had already been made.)

#15 - 2005-02-16 07:07 - skyjake

Logged In: YES
user_id=717323

I've now changed tdir to int in both jHeretic and jHexen.

dirtytype_t is an enum type, so I guess there's a chance that gcc handles it differently than MSVC. Cheers for finding a fix, though; I wouldn't have had time to do any in-depth source comparisons myself. :-)

#16 - 2005-02-16 09:22 - zachkeene

Logged In: YES
user_id=1103163

The C standard actually leaves the choice of whether or not enum types are signed up to the compiler designers. GCC uses unsigned enum types; I guess MSVC uses signed ones.

I got lucky with the source compare though. P_enemy.c was the first file I checked. :)

#17 - 2005-02-17 18:33 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES
user_id=904336

Just a word: Thanks ! (You are a real heretic wizzard zachkeen)

I recompiled with your fix and there are quite a lot more of monsters now :)))
Wich is hugely great !!

And of course i don't see on the few levels i played since anymore disapearing "vilains"...

Ahhhh all theses red deamons to shoot at :)))
(and theses dangerous snake guards too :-/)