

Doomsday Engine - Bug #1914

[1420 Doom] Doom cheat code issues?

2014-11-23 21:45 - sonicdoommario

Status: Closed	Start date: 2014-11-23
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description	
1) The biggest issue is that there is a crash when entering E1M8 of Ultimate Doom.	
2) You are unable to warp to any level using the IDCLEV cheat. Entering an episode number and map number will produce an "unknown map XX" message.	
3) Changing the music using IDMUS is also buggy, as incorrect music is played when switching to a level's music.	
4) There is no music on E1M9, and E1M6 plays the incorrect music. It should be "On the Hunt" as opposed to "Hiding the Secrets".	
Related issues:	
Related to Bug #1919: [Doom 1430] Impossible Selection for IDMUS cheat	Closed 2014-12-01

Associated revisions

Revision 94a07f51 - 2014-11-24 00:30 - danij

Fixed|Doom|Heretic: Incorrect IDCLEVXY cheat > "warp" command mappings

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Revision ea41384d - 2014-11-24 00:44 - danij

Fixed|Doom: Doom's base MAPINFO definitions have wrong/no music for E1M6 and E1M9

Revision 012590af - 2014-11-30 12:23 - danij

Fixed|Doom: Updated IDMUS cheat handling re custom episodes

The IDMUS cheat now respects custom episodes while also attempting to interpret the given arguments in a vanilla compatible manner. Obviously this is somewhat limited by the inflexible mechanics of the cheat mechanism and the fixed/predefined semantics.

These changes mean that it is no longer possible to play music that is not associated with a map using the IDMUS cheat. (However, these can still be played using the "playmusic" command, which is a far more flexible method in any case).

IssueID #1914

History

#1 - 2014-11-23 21:51 - danij

- Subject changed from [Doom] Various Issues with Map Numbers and Music (Build 1420) to [1420 Doom] Doom cheat code issues?

#2 - 2014-11-23 21:55 - danij

1) Has been fixed along with IssueID [#1910](#) - the FMOD driver plugin attempted to play a non-existent CD track which led to a crash.

I'm looking into the cheat code issues now...

#3 - 2014-11-23 22:15 - danij

- Assignee set to danij

#4 - 2014-11-23 22:30 - danij

- Target version set to 49

#5 - 2014-11-24 00:24 - danij

- Status changed from New to In Progress

#6 - 2014-11-24 00:31 - danij

- % Done changed from 0 to 50

#7 - 2014-11-24 00:49 - danij

- % Done changed from 50 to 70

#8 - 2014-11-24 20:04 - sonicdoommario

- File e1m8crash.txt added

Wanted to do some follow-ups on this, with the new build [#1423](#).

1) I am still getting the crash when warping to E1M8. I attached the error message that I get. Do I need to do a complete reinstall of Doomsday?

2) I found a new issue with the warping cheat. Start a game on episode 1 on Ultra Violence. Now, use the warp cheat to warp to any episode 2, 3, or 4 level. Oddly, the skill level will drop to Hurt Me Plenty. One example for this is to warp from episode 1 to E3M3 or E3M4. On Ultra Violence, a Demon will be right in front of you at the start, but you will not see these Demons when warping to these levels.

3) The issue with IDMUS is that the tracks are off by one mapping. For example, IDMUS12 will play the music in E1M3, and so on. And to switch music to the first level of an episode, you must set the episode number one higher than it should be and use ~ for the level number. For example, you would use IDMUS2~ to play the E1M1 track.

#9 - 2014-11-25 01:22 - sonicdoommario

On the E1M8 crashing issue, I did a little more experimenting. I only get the crash if I am using SDL for audio playback. The level loaded up fine when I switched to FMOD, but no music played.

#10 - 2014-11-25 05:27 - danij

Thanks for the additional info. That does indeed sound like a separate issue, I'll look into it.

#11 - 2014-11-30 12:11 - danij

- % Done changed from 70 to 90

#12 - 2014-11-30 12:31 - danij

- Status changed from In Progress to Closed

- % Done changed from 90 to 100

#13 - 2014-12-01 16:13 - danij

- Related to Bug #1919: [Doom 1430] Impossible Selection for IDMUS cheat added

#14 - 2015-06-08 10:47 - skyjake

- Target version deleted (49)

Files

e1m8crash.txt	464 Bytes	2014-11-24	sonicdoommario
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