

Doomsday Engine - Bug #1939

[Doom] Screen wipe wrong when loading game during InFine

2015-01-11 23:00 - vermil

Status:	Closed	Start date:	2015-01-11
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Defect		
Target version:	1.15		
Description			
When one loads a save game while viewing post map infine (such as the ending of E1M8), the melting type screen wipe erroneously uses the first tic of the loading game, rather than the infine.			

Associated revisions

Revision 5bcb1d1a - 2015-03-15 18:07 - skyjake

Fixed|UI|Client: Using the correct frame for busy transitions

Previously there was an arbitrary 0.5 second threshold for determining if the captured busy frame was still fine for a transition (checked when a new request for a busy frame occurred).

This arbitrary threshold was removed and the busy frame is only discarded when the regular game is running without a busy transition.

Also did some cleanup: removing obsolete/commented code.

IssueID #1939

Revision d09976a0 - 2015-03-15 18:09 - skyjake

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History

#1 - 2015-01-13 13:59 - skyjake

- Tags changed from InFine, screenwipe to InFine, Doom, UI
- Category set to Defect

#2 - 2015-01-16 12:25 - skyjake

- Subject changed from Screenwipe wrong when loading game during infine to [Doom] Screen wipe wrong when loading game during infine

#3 - 2015-01-16 12:25 - skyjake

- Subject changed from [Doom] Screen wipe wrong when loading game during infine to [Doom] Screen wipe wrong when loading game during InFine

#4 - 2015-03-07 03:13 - danij

- Target version set to 1.15

#5 - 2015-03-15 18:08 - skyjake

- Status changed from New to Resolved
- Assignee set to skyjake

- % Done changed from 0 to 100

The problem was that the busy frame captured before the savegame loading begun was discarded too early.

#6 - 2015-03-26 11:52 - skyjake

- Status changed from Resolved to Closed