

Doomsday Engine - Bug #1969

[Doom] Multiplayer intermission using incorrect header graphics

2015-02-11 11:41 - vermil

Status:	Closed	Start date:	2015-02-11
Priority:	Low	% Done:	100%
Assignee:	skyjake		
Category:	Vanilla emulation		
Target version:	1.15		
Description			
A little mistake in include.ded			
The patch replacements for WIOSTS and WIFRGS should read 'SCRT' and 'FRGS' instead of 'SECRETS' and 'FRAGS', to match the original game.			

Associated revisions

Revision 7aa45a91 - 2015-03-08 17:09 - skyjake

Fixed|Doom|Multiplayer: Overlapping headings in the intermission screen

There is no room to spell out "SECRETS" and "FRAGS".

IssueID #1969

Revision a0d80144 - 2015-03-08 17:09 - skyjake

Fixed|Doom|Multiplayer: Overlapping headings in the intermission screen

There is no room to spell out "SECRETS" and "FRAGS".

IssueID #1969

History

#1 - 2015-02-11 15:21 - skyjake

- Tags set to *Doom, Multiplayer, Intermission*

- Subject changed from *[Doom] multiplayer intermission using incorrect header graphics* to *[Doom] Multiplayer intermission using incorrect header graphics*

- Category set to *Vanilla emulation*

#2 - 2015-03-03 05:36 - danij

- Status changed from *New* to *Feedback*

- Assignee set to *vermil*

All current versions of libdoom's include.ded seemingly use the correct names for these patches. Maybe this is a report about an earlier version?

#3 - 2015-03-04 12:08 - vermil

- Assignee changed from *vermil* to *Deng Team*

- Target version set to *1.15*

#4 - 2015-03-05 07:56 - skyjake

- Assignee changed from *Deng Team* to *vermil*

#5 - 2015-03-05 07:57 - skyjake

danij wrote:

All current versions of libdoom's include.ded seemingly use the correct names for these patches. Maybe this is a report about an earlier version?

Vermil, have you confirmed that libdoom's include.ded is not using the correct names in the latest builds?

#6 - 2015-03-05 11:16 - vermil

Sorry, I thought DaniJ had deleted his comment (the 'comment's' tab, that is displayed by default is sometimes erratic with regards to what, if any, comments it displays; it didn't show DaniJ's for instance), which I thought meant he had realized this issue still persisted in the latest unstable and deleted his comment as a result.

But yes, this issue hasn't been fixed in the latest unstable. It's a tiny tiny thing, but it makes Dday look unprofessional that the current incorrect words overlap each other on the intermissions because of their length, which is probably why ID made patches with shortened versions of the words.

#7 - 2015-03-05 11:27 - skyjake

vermil wrote:

the 'comment's' tab, that is displayed by default is sometimes erratic with regards to what, if any, comments it displays;

I've noticed this, too. I dug into the Redmine plugin that handles this, and fixed a bug that omitted the comment if it had both metadata changes and text notes. Now all the text notes should appear as one would expect, regardless of whether the metadata is changed at the same time.

#8 - 2015-03-05 11:28 - skyjake

- Status changed from *Feedback* to *In Progress*

- Assignee changed from *vermil* to *Deng Team*

#9 - 2015-03-05 12:53 - skyjake

- Priority changed from *Normal* to *Low*

#10 - 2015-03-05 13:16 - danij

Ah so the report is actually about the text replacement strings not being abbreviated, rather than their replacing the wrong patches? If so that was not at all clear in the original report.

#11 - 2015-03-05 17:02 - skyjake

- Description updated

#12 - 2015-03-08 16:55 - skyjake

- Assignee changed from *Deng Team* to *skyjake*

#13 - 2015-03-08 17:06 - skyjake

- Status changed from *In Progress* to *Resolved*

- % Done changed from *0* to *100*

#14 - 2015-03-08 17:11 - skyjake

- Status changed from *Resolved* to *Closed*