Doomsday Engine - Bug #2042

Mobj spawning at sector boundary height should choose highest contacted floor

2015-05-09 20:59 - vermil

Status:	New	**Start date:**	2015-05-09
Priority:	High	**% Done:**	0%
Assignee:			
Category:	Vanilla emulation		
Target version:	Vanilla / Gameplay		

Description

I wasn't sure what to title this report.

When a mobj is perfectly over two sectors of different heights, Dday has always (certainly 1.8.6 onward) placed it at the height of the lower sector in all games.

This is the opposite of all the Vanilla games, which always place it at the height of the higher sector.

This is a specific case, but is actually one used in the original Iwad maps; mana mobjs in sectors 33 and 55 of HeXen's Orchard of Lamentations map (Lump: Map32 MAPINFO: Map17) appear at the wrong height in Dday because of this.

Attached are test maps for all three games (Doom2, Heretic and HeXen) on their first maps.

Related issues:

Related to Bug #1661: [Deathkings] Bad behavior of object in lift (mobj hitbo...	**New**	**2013-11-11**

History

#1 - 2015-05-11 12:21 - skyjake

- Tags set to MapData

- Subject changed from Mobj spawning difference to Mobj spawning at sector boundary height should choose highest contacted floor

- Category set to Vanilla emulation

- Priority changed from Normal to High

vermil wrote:

> When a mobj is perfectly over two sectors of different heights

I understand this as the mobj's center point being exactly on the line shared by two sectors. Is this correct?

#2 - 2015-05-11 12:33 - vermil

Yes, when a mobjs centre point is exactly on the line shared by two sectors, the Vanilla games appear to always place the mobj on the higher sector while Dday always appears to place the on the lower sector.

In the above cases on Orchard of Lamentations and my test maps, the mobjs hit boxes are also perfectly 50/50 across the two sectors.

#3 - 2017-04-03 13:48 - skyjake

- Target version set to Rendering

#4 - 2017-04-03 14:39 - skyjake

- Related to Bug #1661: [Deathkings] Bad behavior of object in lift (mobj hitbox overlap) added

#5 - 2017-04-03 18:32 - skyjake

- Target version changed from Rendering to Vanilla / Gameplay

Files

Hltest.wad	811 Bytes	2015-05-09	vermil
dltest.wad	781 Bytes	2015-05-09	vermil

Hxltest.wad	1.75 KB	2015-05-09	vermil