Doomsday Engine - Bug #2258

Feature # 1648 (Progressed): Complete vanilla DOOM emulation

Feature # 1603 (Progressed): Support for id Tech 1 map hacks

[Doom] Falling through 3D bridges

2017-07-21 03:40 - sonicdoommario

Status:	New	**Start date:**	2017-07-20
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:	Vanilla emulation		
Target version:	Vanilla / Gameplay		

Description

These are the "3D" bridges in which an invisible platform is raised to cross when going over the bridge and the platform drops to the ground when going under. There are a couple of bridges in Plutonia 2 where you can fall through them if you are standing on them. You're fine if you walk or run over the bridge. If you fall through, you will be trapped within that platform that rises/falls, usually a rectangular shape. This doesn't appear to happen in other ports.

There are at least two areas where this happens. One of them is the bridge in Plutonia 2 Map05, right behind the starting area. There is one at -885, -665, -272 in Map11 where this issue also happens.

Related issues:

Related to Bug #52: [Render hack] Fake/see-through bridges	**Closed**	**2003-05-26**
Related to Bug #2109: [Doom] "Doomsday of UAC" invisible stairs not climable	**New**	**2015-08-08**
Related to Bug #587: [Render hack] Plutonia 2 map11: 3D bridge does not const...	**Closed**	**2009-01-08**

History

#1 - 2017-07-21 09:22 - skyjake

- Category set to Vanilla emulation

- Target version set to Vanilla / Gameplay

#2 - 2017-07-21 09:23 - skyjake

- Related to Bug #52: [Render hack] Fake/see-through bridges added

#3 - 2017-07-21 09:23 - skyjake

- Related to Feature #1603: Support for id Tech 1 map hacks added

#4 - 2019-11-29 23:20 - skyjake

- Parent task set to #1603

#5 - 2019-12-31 08:30 - skyjake

- Related to Bug #2109: [Doom] "Doomsday of UAC" invisible stairs not climable added

#6 - 2019-12-31 09:35 - skyjake

- Related to Bug #2370: [2.3 Unstable] Render Hack Regressions added

#7 - 2019-12-31 09:36 - skyjake

- Related to deleted (Bug #2370: [2.3 Unstable] Render Hack Regressions)

#8 - 2019-12-31 11:19 - skyjake

- Related to Bug #587: [Render hack] Plutonia 2 map11: 3D bridge does not construct added