

Doomsday Engine - Feature #2295

Support XBOX version of Doom

2018-11-09 07:46 - skyjake

Status:	New	Start date:	2018-08-20
Priority:	Normal	% Done:	0%
Assignee:			
Category:	3rd party compatibility		
Target version:	Vanilla / Gameplay		
Description			
Drako wrote:			
<p>I did some testing with DOOM.WAD and IWADConverter. I converted doom.wad to the XBOX version. It contains a new secret map E1M10 "SEWERS". There is a new exit in E1M1 to this map but in many ports (including doomsday) that exit sends the player to E1M9. Crispy Doom works as expected in that matter, Then the exit from E1M10 should send player to E1M2 (instead of E1M1 as it happens in some source ports).</p> <p>Another issue (not tested by me yet), according to IWADconverter is "- E4M1 is modified so that the player is unable to lower the rectangular structure hiding the "NIN" logo. Thus one cannot get 100% kills and secrets on E4M1 with this version."</p> <p>I would be very nice if doomsday can handle these issues.</p>			
Needs a new game mode (doom1-xbox) and suitable Episode definition(s).			
Related issues:			
Copied from Feature #2279: Detect uncensored WADs of BFG edition (including N...		Closed	2018-08-20

History

#1 - 2018-11-09 07:46 - skyjake

- Copied from Feature #2279: Detect uncensored WADs of BFG edition (including No Rest for the Living) added

#2 - 2018-11-18 07:45 - skyjake

See Drako's comment about editing MAPINFO: <https://tracker.dengine.net/issues/2279#note-18>