

Doomsday Engine - Bug #2300

[Doom] Secret exit switch in E3M6 placed too low

2018-12-10 07:07 - sonicdoommario

Status:	Closed	Start date:	2018-12-10
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Defect		
Target version:	2.2 (2019)		
Description			
I remember this being an issue in an earlier version of Doomsday (1.9.10 I believe), where the secret exit switch in E3M6 wasn't even visible. While it is visible now, I noticed that it is still positioned too low compared to where it is in Vanilla Doom. I attached two screenshots comparing the position of switch between Chocolate Doom and Doomsday.			

Associated revisions

Revision ee54cd23 - 2019-11-25 23:04 - skyjake

Fixed|Renderer: Lower texture alignment in E3M6

This is perhaps an uncommon situation, where there is a switch on the front lower texture, but the back sector ceiling is higher than the front ceiling.

IssueID #2300

History

#1 - 2018-12-11 19:57 - skyjake

- Target version set to 2.1.1

#2 - 2018-12-15 08:52 - skyjake

- Category set to Defect

- Assignee set to skyjake

#3 - 2019-02-10 17:28 - skyjake

- Target version changed from 2.1.1 to 2.1.2

#4 - 2019-10-14 10:18 - skyjake

- Target version changed from 2.1.2 to 2.2 (2019)

#5 - 2019-11-25 22:47 - skyjake

For future reference, the problem is likely around walledge.cpp:323, and pertains to material origin calculation of the lower wall section of a line with the lower unpegged flag.

See also: https://doomwiki.org/wiki/Texture_alignment

#6 - 2019-11-25 23:04 - skyjake

- Status changed from New to Resolved

- % Done changed from 0 to 100

Applied a fix. Please test if this causes regressions elsewhere...

#7 - 2019-11-28 03:10 - sonicdoommario

Played through Ultimate Doom and didn't notice anything broken, the switch also displays properly now, thanks!

#8 - 2019-11-28 06:20 - skyjake

Great, thanks!

#9 - 2019-12-17 11:18 - skyjake

- Status changed from Resolved to Closed

Files

e3m6switch-chocolate.png	171 KB	2018-12-10	sonicdoommario
e3m6switch-doomsday.png	818 KB	2018-12-10	sonicdoommario