

Doomsday Engine - Bug #2350

Feature # 1648 (Progressed): Complete vanilla DOOM emulation

[Doom] Status bar drawing glitch in Doom Registered v1.1

2019-11-02 21:29 - GL

Status:	New	Start date:	2019-11-02
Priority:	Low	% Done:	0%
Assignee:	skyjake		
Category:	Vanilla emulation		
Target version:	Vanilla / Gameplay		
Description			
When I play Doom Registered v1.1 the status bar is displayed incorrectly.			
This is because in the older versions of the IWAD, the status bar background was split to multiple patches. For reference, see: https://doomwiki.org/wiki/Status_bar#Older_versions			

History

#1 - 2019-11-04 07:46 - skyjake

- Target version deleted (2.1.2)

#2 - 2019-11-29 22:42 - skyjake

- Subject changed from Doom 1.1 - status bar to [Doom] Status bar drawing glitch

#3 - 2019-11-29 22:43 - skyjake

- File AshampooS_qapwshn.jpg added

#4 - 2019-11-29 22:43 - skyjake

- Description updated

#5 - 2019-11-29 22:46 - skyjake

- Target version set to 2.3.x

Potentially an issue with GL draw call batching, since it looks like the status bar background is confused with the viewport composition texture.

This is probably on Windows, but could you share any details about the GPU and drivers?

#6 - 2019-11-30 09:52 - vermil

I believe the status bar graphics were comprised of different graphics in Doom 1.0 and 1.1.

Please view the V1.2 part of the below and also click the link in the entry that says the status bar was changed for more information.

https://doomwiki.org/wiki/Versions_of_Doom_and_Doom_II

#7 - 2019-11-30 10:24 - skyjake

Perhaps the OP can elaborate on which IWAD was being used here? Attaching the doomsday.out log file would clarify things.

#8 - 2019-11-30 10:39 - vermil

Before you renamed the report title, it explicitly said Doom 1.1 in it.

#9 - 2019-11-30 10:57 - GL

- File Ashampoo_Snap_30_listopada_2019_09h34m10s_001_.jpg added

GL wrote:

When I play Doom E1M1 status bar is displayed incorrectly.

The problem only occurs in the first version of the game (Doom 1.1 Registered). In version 1.9 (Ultimate Doom), Doom 2, TNT or Plutonia. Status bar

is displayed correctly.

#10 - 2019-11-30 11:02 - GL

- File doom1-000.png added
- File doom1-001.png added
- File doom1-002.png added
- File doom2-000.png added
- File doomsday.out added

screenshot and doomsday.out log

#11 - 2019-11-30 12:50 - skyjake

- Subject changed from [Doom] Status bar drawing glitch to [Doom] Status bar drawing glitch in Doom Registered v1.1
- Description updated
- Category changed from Defect to Vanilla emulation

vermil wrote:

Before you renamed the report title, it explicitly said Doom 1.1 in it.

Right you are, I didn't understand that this meant Doom version 1.1 — it is an unsupported IWAD version at the moment.

There certainly is a bunch of errors in the log:

Failed to locate lump for "Patches:STBAR"

And:

```
Cannot use patch ID 0: [NotFoundError] (in TextureScheme::findByUniqueId) No manifest found with a  
unique ID matching "0"
```

Looking at the wiki listing the changes in the old versions, looks like at least the Nightmare skill level needs to be disabled for v1.1 emulation. Doing this properly would need the addition of a new game mode. However, in the meantime, some partial workaround could be introduced to correctly render the status bar using the [older set of patches](#).

#12 - 2019-11-30 12:50 - skyjake

- Related to Feature #1648: Complete vanilla DOOM emulation added

#13 - 2019-12-01 21:48 - skyjake

- Priority changed from Normal to Low

#14 - 2019-12-03 19:34 - skyjake

- Target version changed from 2.3.x to 2.3

#15 - 2020-01-03 06:48 - skyjake

- Target version changed from 2.3 to Vanilla / Gameplay
- Parent task set to #1648

Files

AshampooS_qapwshn.jpg	131 KB	2019-11-29	skyjake
Ashampoo_Snap_30 listopada 2019_09h34m10s_001_.jpg	11.7 KB	2019-11-30	GL
doom1-000.png	455 KB	2019-11-30	GL
doom1-001.png	531 KB	2019-11-30	GL
doom1-002.png	1.24 MB	2019-11-30	GL
doom2-000.png	1.12 MB	2019-11-30	GL
doomsday.out	323 KB	2019-11-30	GL