Doomsday Engine - Bug #237

Doom2: Courtyard, wall transparent from inside structure

2005-07-01 03:48 - rekrul

Status:	Closed		**Start date:**	2005-07-01
Priority:	Low		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:				

Description

In Doom II, level 18, The Courtyard, there is a small structure that looks normal from the outside, but from the inside, one of the walls is transparent and part of the floor disappears revealing the sky.

When you start the level, leave the small building, enter the courtyard and go straight ahead to a small set of steps. There is a small structure at the top of the stairs and another one to the left. These will open to release imps. The one on the left looks normal from the outside, but when you enter it, the right wall is completely transparent and part of the floor is missing allowing the sky texture to show through. This is purely a graphical glitch though, as the wall still prevents you from walking out the side of the building.

Also, along the sides of the courtyard are structures with pillars. When you step in the right places, hidden doors in the back walls of these structures will open releasing imps. In the first alcove that opens in the structure on the left (as you enter the courtyard), you can see a thin vertical strip of the sky texture through the corners of the opening if you stand at the right angle. At other angles, you get a hall of mirrors effect where the textures meet.

For reference, I'm using v1.8.6, under Windows 98SE with a GeForce4 MX440 video card.

Labels: Graphics

History

#1 - 2005-07-01 03:58 - rekrul

Here's a screenshot of the missing wall.

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/355fb555/57d5/attachment/Doom2-L18.jpg

#2 - 2005-09-09 19:53 - dark_pulse

Logged In: YES
user_id=649259

This is more likely GLBSP messing up, rather than an actual engine bug.

#3 - 2005-10-27 10:54 - danij

Logged In: YES
user_id=849456

This is actually two seperate errors, both of which are not

bugs in Doomsday.

The first glitch is indeed caused by bad glnodes. If you
create the nodes in a more recent version of glBSP (eg
ver2.20) this glitch is fixed.

The second one is an error in Doom2.WAD which would either
need some special logic to detect it or a kludge to fix this
isolated incidence.

#4 - 2007-01-28 22:23 - danij

Logged In: YES
user_id=849456
Originator: NO

Now that maploader.dll has been updated to glBSP 2.20 these problems have been resolved due to fixing these for us. Closing.