

Doomsday Engine - Feature #2389

[Heretic] Door with a trigger linedef in front of it (use Boom "passuse" linedef flag)

2019-12-31 10:04 - svl1

Status:	Closed	Start date:	2019-12-31
Priority:	Normal	% Done:	0%
Assignee:	Deng Team		
Category:	Enhancement		
Target version:	Modding		
Description			
It is impossible to open a door if there is an linedef for some other action in front of the door			

History

#1 - 2020-01-01 21:05 - skyjake

Would you expect both the door and the other linedef(s) to be triggered together?

#2 - 2020-01-01 21:09 - vermil

I really wouldn't fix this. I can't think of a reason to alter the widely ingrained vanilla behaviour, that walk over lines block use events.

#3 - 2020-01-01 21:12 - skyjake

- Tracker changed from Bug to Feature
- Category set to Enhancement
- Target version set to Modding

In light of vermil's comment, converting to a feature request. Perhaps there is a different way to accomplish the same goal without harming vanilla compatibility.

#4 - 2020-01-01 21:15 - vermil

Boom added an optional 'pass through' linedef flag to allow mappers to 'fix' this issue.

#5 - 2020-01-01 21:25 - skyjake

- Subject changed from [Heretic] Door with a trigger linedef in front of it to [Heretic] Door with a trigger linedef in front of it (implement Boom "passuse" linedef flag)

This would be the PASSUSE flag 0x0200 (UDMF "passuse").

#6 - 2020-01-01 21:33 - skyjake

- Subject changed from [Heretic] Door with a trigger linedef in front of it (implement Boom "passuse" linedef flag) to [Heretic] Door with a trigger linedef in front of it (use Boom "passuse" linedef flag)
- Status changed from New to Closed

And it turns out, ML_PASSUSE is [already implemented](#) for Heretic in Doomsday.

Therefore, this issue can be closed. [svl1](#), please use this linedef flag in your linedefs in front of the door (flag value 0x200).

#7 - 2020-01-01 21:43 - svl1

skyjake wrote:

Would you expect both the door and the other linedef(s) to be triggered together?

No, first one event, then another. This, probably, should depend on the distance of the linedef from the door and the position of the player at the moment of opening the door. Actually, I don't know how, but in GZDOOM on this test map the door first opens, then sector 5 lower when passing

#8 - 2020-01-02 19:36 - skyjake

Perhaps a relevant compatibility setting in ZDoom:

"compat_useblocking" (CVAR and MAPINFO) -- All special lines can block<use> (Yes/No)

Restores Doom's original behavior of any special line blocking use actions. ZDoom corrects this so that walkover actions or scrolling lines don't block uses.

Is it a walkover action in front of your door, [sv1](#)?

#9 - 2020-01-03 10:43 - sv1

I tried adding "compat_useblocking" to gzdoom-name.ini, it is deleted. Does not respond to "compatmode = 1". Perhaps this is because I have GZDOOM, not ZDOOM.

Setting the 0x0200 flag works, but I do not build maps, I am only a gamer

skyjake wrote:

Is it a walkover action in front of your door, [sv1](#)?

Yes, this linedef is WR

Files

__TEST.zip	3.55 KB	2019-12-31	sv1
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