

Doomsday Engine - Feature #2427

Heretic: Patch as a background for "intermission screen"

2020-05-25 21:36 - Deimos_X

Status:	Closed	Start date:	2020-05-25
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Enhancement		
Target version:	2.3		
Description			
As a mod creator			
I want to be able to set Patch picture (320x200) as a background for "intermission screen" in Heretic			
The goal here is to have an ability to set a Patch background in any Map Info script for any level.			
The last version of the main definition is here: https://github.com/skyjake/Doomsday-Engine/commit/53e66cf4a316637253b4c6d0cf1e04e5bd12a0a3			
Example:			
<pre>Map Info { ID = "E1M2"; Name = "E1M2: The Dungeons"; Author = "Raven Software"; Flags = "mif_spawn_all_fireplaces"; Gravity = 1; Intermission background = "Flats:FLOOR12"; Sky height = 0.6; Sky Layer 1 { Flags = "slf_enable"; Texture = "SKY1"; }; }</pre>			
Currently I can confirm that only "Flats" are relevant and working properly: Intermission background = "Flats:XXX";			
Any other attributes, like "Patches" result in black background, despite that selected Patch picture is existed in the wad.			
I still assume if Patch background is used in Doom, it could be transported the same way for Heretic			
In case of Doom 1 the picture names that are used for it are: WIMAP0 WIMAP1 WIMAP2			

Associated revisions

Revision d64f14e4 - 2020-05-31 10:44 - skyjake

Heretic|Intermission: Using a patch image as background

The Intermission Background of a Map Info can now be set to a patch in Heretic.

Instead of attempting to solve this at a lower level, the intermission drawing routine now checks whether the defined image is a flat or a patch, and draws it with bespoke code for the type of resource.

IssueID #2427

History

#1 - 2020-05-26 15:30 - skyjake

- Category set to Defect

- Status changed from New to In Progress
- Assignee changed from Deng Team to skyjake
- Target version set to 2.3.x

#2 - 2020-05-31 10:40 - skyjake

- Category changed from Defect to Enhancement
- Status changed from In Progress to Resolved
- % Done changed from 0 to 100

#3 - 2020-12-08 11:26 - skyjake

- Target version changed from 2.3.x to 2.3

#4 - 2020-12-08 11:26 - skyjake

- Status changed from Resolved to Closed

Files

Screenshot_3.png	661 KB	2020-05-25	Deimos_X
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