Doomsday Engine - Bug #2440

[2.3] Render Hack Regressions

2021-01-11 09:07 - sonicdoommario

Status:	New	**Start date:**	2021-01-11
Priority:	Normal	**% Done:**	0%
Assignee:	skyjake		
Category:	Vanilla emulation		
Target version:	2.3.x		

Description

With the stable release of 2.3, I thought it'd be better to start another thread. I was able to run through TNT and Plutonia on the stable 2.3 and found some rendering issues with some of the rendering hacks, mostly some black spaces.

Doom E3M3

Not a render hack, may be affected by these changes, but in the mazes with the red walls/blood (go straight from the start, up the stairs into the central area, and then go up the stairs either on the left or the right), there is a lot of black spaces in the sky.

Doom II Map05

There is a MIDBAR texture hanging from the ceiling in the secret room with the Plasma Gun, just to the left of the starting area. It is in the small room separating the Plasma Gun room from the hallway with the Soulsphere/hidden Berserk.

Plutonia Map02

-I know this one was recently reported, but I figured I'd also list it here, as you can see a strip of floor texture across the invisible bridge in the final part of the level.

Plutonia Map03

-The invisible bridge in the Blue Key area no longer renders correctly, as you can now see the floor texture across the bridge

-There is a little black spot on the floor where the Blue Key is hovering in midair.

Plutonia Map11

-At the start of the level, the wall to the left opens up, revealing several Arch-viles who cannot yet see the player. A black space is visible across the floor in the Arch-vile cage.

Plutonia Map24

-There is a black square on the ceiling above the Arch-vile cages throughout the level.

Plutonia Map26

-There is a black square on the sky right on top of the portal at the start of the level.

-There is a black square underneath the secret Megasphere at -1980, 600

TNT Map27

On both ends of the starting area, there are two cages with Arachnotrons. The bars on the sides of the cages are currently not visible, and they do open up when triggered. I'm not sure if this was always like this, it may be similar to the transparent doors in TNT Map21 (which I submitted as a separate issue).

Plutonia 2 Map29

-In the southwest corner of the map, at -4400, -2150, there is an invisible bridge that you walk over to teleport out of the area, the floor texture here is visible.

Hopefully most of these branch off the same issue, I can test further when needed. I have screenshots of each area as well.

History

#1 - 2021-01-11 09:09 - sonicdoommario

- Description updated

#2 - 2021-01-11 12:10 - skyjake

- Category set to Defect

- Target version set to 2.3.x

#3 - 2021-01-11 12:10 - skyjake

- Assignee changed from Deng Team to skyjake

#4 - 2021-01-11 12:11 - skyjake

- Category changed from Defect to Vanilla emulation

#5 - 2021-01-23 10:16 - sonicdoommario

- File e3m3.png added

- Description updated

Throwing another regression here after playing through Ultimate Doom. In E3M3, there are black spaces in the sky in the red walls/blood floor mazes (from the start of the level, go straight up the stairs into the middle room, and then take the stairs on either side to get to the mazes). Not sure what causes this, since it looks like it's constructed fine and no render hacks I believe are used in any part of Ultimate Doom.

#6 - 2021-01-24 10:20 - sonicdoommario

- File doom2map05.png added

- Description updated

Completed my journey through Doom II, the only thing out of the blue that I saw was in Map05, in the room with the hidden Plasma Gun (just to the left of the starting area). There is a MIDBAR texture hanging from the ceiling in the room separating the Plasma Gun room and the hallway leading to a Soulsphere, which isn't there in vanilla.

Files

pl2map29.png	1.23 MB	2021-01-11	sonicdoommario
plutoniamap03.png	1.58 MB	2021-01-11	sonicdoommario
plutoniamap02.png	2.14 MB	2021-01-11	sonicdoommario
plutoniamap03-2.png	1.81 MB	2021-01-11	sonicdoommario
plutoniamap11.png	1.54 MB	2021-01-11	sonicdoommario
plutoniamap24.png	1.56 MB	2021-01-11	sonicdoommario
plutoniamap26.png	1.59 MB	2021-01-11	sonicdoommario
plutoniamap26-2.png	1.19 MB	2021-01-11	sonicdoommario
tntmap27.png	1.83 MB	2021-01-11	sonicdoommario
e3m3.png	970 KB	2021-01-23	sonicdoommario
doom2map05.png	1.03 MB	2021-01-24	sonicdoommario