Doomsday Engine - Bug #516

Texture problems on maps made with Oblige (map generator)

2008-06-03 21:18 - megakek

Status:	Closed		**Start date:**	2008-06-03
Priority:	High		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:	1.9.0-beta5			

Description

Oblige (http://oblige.sourceforge.net/) is a random level generator for Doom (2), Heretic, Hexen, Wolfenstein 3D, etc. and it's just awesome.

Unfortunately, when playing Oblige maps with Doomsday textures on some walls (notably walls with windows in them) go missing (and show the 'infinite mirror effect', if that's how it's called?).

I've reported this bug before at Oblige's bug tracker (http://sourceforge.net/tracker/index.php?func=detail&aid=1971445&group_id=176314&atid=876744), but later I found that the original Doom release didn't have any problems.

According to Oblige's developer, Doomsday is the only source port with this problem. It's present on all maps generated with the tool.

I've attached a ZIP with a sample level. You can find the problem right from the start, but it can also be seen throughout the level.

Labels: OpenGL Renderer

History

#1 - 2008-06-03 21:18 - megakek

Screenshot + example map

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/f1046c6a/bffc/attachment/Doomsday-oblige.zip

#2 - 2008-06-03 21:20 - megakek

Screenshot

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/f1046c6a/a1ef/attachment/doomsday-oblige.jpg

#3 - 2008-06-03 21:20 - megakek

Logged In: YES
user_id=643612
Originator: YES

Because the ZIP was too large for Sourceforge, I'm attaching the screenshot seperately.
File Added: doomsday-oblige.jpg

#4 - 2008-06-04 02:09 - danij

Logged In: YES
user_id=849456
Originator: NO

This problem has been fixed in svn for 1.9.0-beta6.