

Doomsday Engine - Bug #530

Extreme HOM Effects in Final DOOM

2008-09-27 20:49 - brunoxi

Status: Closed	Start date: 2008-09-27
Priority: High	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta5	

Description

I haven't checked this on DOOM II or the original DOOM on the newest DOOMSDAY (beta 5) that is out, but when I loaded up TNT's Evilution, I noticed a CONSIDERABLE amount of HOM errors, and shadow errors.

Now, I think DOOMSDAY is more of the offender here, rather than the WAD itself. Also, shadows are rendered incorrectly, but on previous versions of Doomsday (Kicks) everything was just fine. I didn't have these HOM effects before.

I've attached a ZIP file with numerous JPEGs of things I've experienced. Also, I can't get D3D mode to work.

Anyone else experiencing these problems?

~Xi

Low-Resolution: <http://www.savefile.com/files/1809991>

Hi-Resolution: <http://www.savefile.com/files/1809996>

Labels: Graphics

History

#1 - 2008-09-27 20:49 - brunoxi

Errors I've Encountered Trying to Play Final Doom Through Doomsday Beta 5

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/98a33f45/2659/attachment/finaldoomerrors_lowres.zip

#2 - 2008-09-28 06:55 - brunoxi

Two more level errors found (levels 6 & 7)

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/98a33f45/4aa3/attachment/finaldoom_twomorelevelerrors.zip

#3 - 2008-09-28 06:55 - brunoxi

File Added: finaldoom_twomorelevelerrors.zip

#4 - 2008-09-28 13:16 - danij

These errors are the result of feature of the original DOOM engine that was not known to us devs until just after this release (namely, sidedef packing). It has since been addressed for the upcoming 1.9.0-beta6