Doomsday Engine - Bug #577

Idiosyncrasy of pickup code

2008-12-15 21:32 - vermil

Status:	Closed	**Start date:**	2008-12-15
Priority:	Normal	**% Done:**	100%
Assignee:	danij		
Category:			
Target version:			

Description

In Doom.exe, running over a mobj defined as a pickup that uses an unknown/undefined sprite tells the game to exit with a "P_SpecialThing: Unknown gettable thing" message.

This seems like an Idiosyncrasy on ID's part, that remains in Doomsday.

Why not, in Dday, instead of exiting the game when coming across such a pickup, simply treat it as a blank pickup? i.e the mobj is picked up, but simply does nothing and displays no hud message?

Because the original game exited, there are no compatibility issues to consider.

Labels: Gameplay

History

#1 - 2008-12-15 21:34 - vermil

Might as well add, I was also talking about Heretic and HeXen above, not just Doom.

#2 - 2009-02-15 17:45 - danij

Fixed in svn for 1.9.0-beta6