

Doomsday Engine - Bug #587

[Render hack] Plutonia 2 map11: 3D bridge does not construct

2009-01-08 20:27 - vermil

Status: Closed	Start date: 2009-01-08
Priority: Normal	% Done: 100%
Assignee: danij	
Category: Vanilla emulation	
Target version: 1.12	
Description <p>On Map11, the fake 3D bridge just around the corner from the blue key pillar/door doesn't construct into its raised position properly in Doomsday, leading to a large hole in the middle you can fall down (sector 1289 presumably). The bridge constructs fine under the original Dos engine, Doom95 and other port's I have tested it in.</p> <p>Certainly, it can be got around in this particular case quite easily as you can run over or around the hole. But at the same time, it may suggest that there is some sort of oversight or difference in the way Doomsday handles an original Doom line type (83) to the original Doom, that could potentially affect other wads.</p> <p>It could also be a node related issue as Dday may be constructing the nodes incorrectly for this particular sector set up.</p>	
Labels: Render hack	
Related issues:	
Related to Feature #1603: Support for id Tech 1 map hacks	Progressed 2003-07-17
Related to Bug #2258: [Doom] Falling through 3D bridges	New 2017-07-20
Related to Bug #2109: [Doom] "Doomsday of UAC" invisible stairs not climable	New 2015-08-08

History

#1 - 2009-01-08 20:33 - vermil

Forgot to add. Tested in both 1.8.6 and Beta5.

#2 - 2012-09-19 11:51 - danij

- **summary:** [SelfRef trick] Plutonia2::MAP11 --> [Render hack] Plutonia2::MAP11

- **milestone:** --> v1.8.6

- **labels:** Gameplay --> Render hack

#3 - 2013-09-21 18:20 - danij

- **status:** open --> fixed

- **assigned_to:** Daniel Swanson

- **Milestone:** v1.8.6 --> v1.12

#4 - 2013-09-21 18:20 - danij

Fixed for the upcoming 1.12 release.

#5 - 2013-10-18 14:44 - skyjake

- *Category set to Vanilla emulation*

#6 - 2019-12-31 11:19 - skyjake

- *Related to Bug #2258: [Doom] Falling through 3D bridges added*

#7 - 2019-12-31 11:20 - skyjake

- *Related to Bug #2109: [Doom] "Doomsday of UAC" invisible stairs not climable added*

#8 - 2019-12-31 11:20 - skyjake

- *Subject changed from [Render hack] Plutonia2::MAP11 to [Render hack] Plutonia 2 map11: 3D bridge does not construct*

- *Assignee deleted (danij)*

#9 - 2019-12-31 11:21 - skyjake

- Assignee set to danij