Doomsday Engine - Bug #658

BugWall

2009-04-02 22:39 - xrdvx

Status:	Closed		**Start date:**	2009-04-02
Priority:	High		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:				

Description

When on Ultimate doom, Episode 2, map 1... i founded that i can pass trought a wall, without having the NOCLIP active. I runned the Ultimate doom without the doomsday, and that didn't happen. I don't know if it has something with the detetion of the collition mode, or what, but it is true!

I attached a .jpg where you can observe the player looking from outside the map.

Engine version: Beta 6.1
Ultimate Doom version: The leasted.

History

#1 - 2009-04-02 22:39 - xrdvx

Me looking from outside the map, without idclip

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/4395b945/eab4/attachment/BugWall.JPG

#2 - 2009-04-14 19:27 - vermil

Adding a little more information to this report. It isn't the wall screenshot is aimming at, but the diagonal wall (Linedef 79 in an editor) to the right of it (the wall between the wall the op is looking at and the teleporter).

It seems that in Beta6.1, the wall I mention above has some sort of invisible (it seems square shaped) bump on it. If you try to run along it, you will hit the bump and bounce off it slightly at very high speed (almost instantaneously moving from one spot to the other), either slightly towards the middle of the room, or slightly through the wall into the void.

It isn't the only wall on this map that this anomaly can be found on. I've also found it occurs on linedef 86 around the corner (the moss covered STONE1 wall). Again a diagonal wall, it has this invisible bump on it that would bounce me off, but this time I was bounced much further, ending up near the medi kit on the pedestal in the blood or ending up next to the blue key door having gone through two walls.

Both these cases are fully repeatable.

I have also experienced this on the steps at the start of Doom2 Map01 and the edges of the crushers in Korax's Arena in HeXen, again both diagonal linedef's that the player can brush against.

#3 - 2009-04-14 19:47 - vermil

Further experimentation reveals that it seems it can occur on absolutely any linedef that the player can brush against (as long as they don't cross it), that falls between angles of about 30-60 and 120-150 210-240 and 300-330.

The point being that is doesn't seem to occur at tall on walls that are 0/360, 90, 180, 270 degrees or close to these.

#4 - 2009-07-21 07:17 - sonicdoommario

Just happened to me in Map10 of Alien Vendetta. Is this a planned fix for the beta 6.X series or is it only going to be fixable after that?

#5 - 2010-04-06 18:13 - danij

Fixed for 1.9.0-Beta6.9