

Doomsday Engine - Bug #739

Stairs Raise by 8/16 behaves incorrectly in WAD

2009-07-31 18:22 - sonicdoommario

Status:	Closed	Start date:	2009-07-31
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta6		
Description			
For some reason, the Doomsday 1.9.0 betas do not like the WAD I am working on. In some of my maps, the "Raise Stairs By 16" action does not behave like it should. This action in my WAD behaves correctly in Doomsday 1.8.6 and even Vanilla Doom.			
I tested this in the IWADs and even other WADs, where it works just fine.			
Attached are screenshots of the behavior in 1.8.6 on the left and then the behavior in 1.9.0 on the right.			
Labels: Gameplay			

History

#1 - 2009-07-31 18:22 - sonicdoommario

Stair behavior in WAD between Doomsday versions

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/43035093/9c1b/attachment/doomsdaystairs.JPG

#2 - 2009-07-31 20:19 - daniij

Please attach your WAD to this tracker item, tell us which map and where the problem can be observed and we will investigate.

#3 - 2009-07-31 21:27 - sonicdoommario

WAD file to show stair behavior

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/43035093/a207/attachment/destairs.wad

#4 - 2009-07-31 21:29 - sonicdoommario

Because of the large file and map sizes of the WAD, I simply just uploaded a simplified version of the WAD and started you directly in the stairs rooms.

It is a 2 map WAD. Be sure to test it in the 1.9.0 beta series and then test it under 1.8.6, where you'll see a different behavior.

#5 - 2009-08-01 17:51 - sonicdoommario

This is hard to explain, but after further investigation, it seems that Doomsday is "reversing" the stair-raise by 16 action in my WAD.

I flipped all of the lines on the stairs and tested it in Vanilla Doom, where I got the same result as I do in the 1.9.0 beta series (where the floor surrounding the stairs rises).

How is it that this only affects my WAD and does little to other WADs?

#6 - 2009-08-05 04:51 - sonicdoommario

Another follow-up to this issue is that this also affects Level 30: Last Call of TNT. There are 3 staircases that get affected by this issue. The spiral staircase leading to the Red Key pillar, the spiral staircase leading to the teleporter in the room beyond the red door, and the staircase formed in the final boss room.

Is Doomsday by any chance using a BOOM behavior here?

#7 - 2009-11-07 05:06 - daniij

Fixed for 1.9.0-beta6.8