Doomsday Engine - Bug #745

[Render hack] Deep water tricks not supported

2009-08-08 08:42 - sonicdoommario

Status:	Closed	**Start date:**	2009-08-08
Priority:	High	**% Done:**	100%
Assignee:	danij		
Category:	Vanilla emulation		
Target version:	1.12		

Description

In Alien Vendetta, there are two levels where you see a slime pool/water that the player "falls" into, even though the slime/water appears to be at the same floor height, but appears at the same floor height due to its surrounded unclosed sectors, which is a little "hack".

However, Doomsday 1.8.6 did not support these either after testing it out on that version (this is found near the Red Key in Map01 of AV, and in a room with Green Armor beyond the Super Shotgun in Map11). Would allowing this screw up the engine or cause an incompatibility or something?

Attached are two images of what the problem is.

Labels: Render hack

Related issues:

Related to Feature #1603: Support for id Tech 1 map hacks	**Progressed**	**2003-07-17**
Related to Bug #2254: [Render hack] TNT map02: Deep Water not supported	**Closed**	**2017-07-01**

History

#1 - 2009-08-08 08:42 - sonicdoommario

Map01

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/77541818/a54a/attachment/avmap01.jpg

#2 - 2009-08-08 08:43 - sonicdoommario

Map11

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/77541818/5881/attachment/avmap11.jpg

#3 - 2009-08-08 10:08 - danij

This DOOM.exe rendering trick can indeed be supported in Doomsday. It is on my shortlist of tricks that will be addressed before 2.0

#4 - 2012-09-19 11:55 - danij

- **labels**: Graphics --> Render hack
- **summary**: "Pool Hack" Unsupported --> [Render hack] Deep water tricks not supported

#5 - 2013-09-21 18:19 - danij

Fixed for the upcoming 1.12 release.

#6 - 2013-09-21 18:19 - danij

- **status**: open --> fixed
- **assigned_to**: Daniel Swanson
- **Milestone**: v1.9.0-beta6 --> v1.12

#7 - 2013-10-18 14:44 - skyjake

- Category set to Vanilla emulation

#8 - 2019-12-09 14:37 - skyjake

- Related to Bug #2254: [Render hack] TNT map02: Deep Water not supported added