

Doomsday Engine - Bug #790

[DEH] Max Health and Max Armor do not work

2009-09-27 16:58 - vermil

Status:	Closed	Start date:	2009-09-27
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta6		
Description			
<p>I'm sure it's known that Dday's Dehacked support isn't quite 100%. But I couldn't see a tracker item detailing exactly what features, so I thought I would start a list. These are the Dehacked features Dday doesn't seem to support that I encountered while playing Hacx under Doomsday.</p> <p>It seems that Dday can't read the max health, max armour or mega sphere health values.</p> <p>It also seems to ignore whether a deh makes a mobj that is by default full bright in Doom, not full bright.</p>			
Labels: Definitions			

History

#1 - 2009-09-27 20:57 - vermil

Well, from further testing, I have found out that I was mistaken about the Mega Sphere health value not working. It seems to work fine.

However the other two do not. HacX's deh raises all three above values raised to 400...

In Beta6.6, I can't get my health or armour above 200 with Hacx's health vial or armour helmet equivalents. Picking up the former when my health is above 200 reset's it to 200, when it should add 1, up to 400. While the later has no effect when picked up if my armour is at 200 when it should increase my armour by 1, up to 400.

The full bright issue speaks for itself.

#2 - 2009-09-27 23:11 - daniij

The problem with the max health and max armour values being ignored has been fixed for 1.9.0-beta6.8

I'm not sure what you mean with fullbright though as I've checked through the DeHackED specification doc/reference and I can find no mention of it. In DOOM, whether a sprite is drawn fullbright depends on a property of it's current State which AFAIK cannot be changed with a DeHackED patch.

#3 - 2009-11-18 10:25 - vermil

Using HacX as an example again; the destructible chairs and computers in the game are full bright in Doomsday where as they aren't when using the tc in other ports or the original Dos exe.

Given that Hacx is simply a wad and a deh file, there must be an option in a deh to determine whether a mobj is full bright during a state that Dday isn't reading correctly.

#4 - 2009-11-18 10:57 - vermil

The mobjs that the destructible chairs and computers in HacX replace are mobjs that are full bright in all their states the original Doom; the Candelabra and Floor Lamp respectively.

Yeah, I am aware that they only had one state each in the original Doom. Just couldn't think of a better way to write it above.

#5 - 2009-11-18 11:03 - daniij

I've since found out how this works though there is no mention of it in the docs.

#6 - 2009-11-18 11:29 - daniij

Fixed for 1.9.0-beta6.8

#7 - 2009-11-18 14:39 - daniij

Support for all of the above already feature in Doomsday's dpDehRead plugin. However if they aren't working then we'll look into it.

Note that if you do want to request the addition of features not currently present in dpDehRead then you should submit an RFE for them rather than a bug report.