Doomsday Engine - Bug #809

[Doom2] Linedef action #30 raises floor too high

2009-10-26 07:22 - siliconwolf

Status:	Closed	**Start date:**	2009-10-26
Priority:	Normal	**% Done:**	100%
Assignee:	danij		
Category:			
Target version:	1.9.0-beta6		

Description

Linedef action #30 is the one that raises a sector's floor by a certain amount, for example to create a popup switch. In 1.9.0 beta 6.7 it raises the floor level by double the expected amount.

Doom2 MAP17 has a good example, in the western area behind the blue key door. See attached screenshot.

Labels: jDoom

History

#1 - 2009-10-26 07:22 - danij

This is caused by the classic DOOM bug in that texture 0 is treated as a valid texture during texture height look up in vanilla DOOM's EV_DoFloor (which results in reference to the AASHITTY texture).

As the tagged sector has two-sided linedefs with no back material on their bottom section, to preserve DOOM.exe behaviour the material height of the AASHITTY texture should be used instead.

#2 - 2009-11-06 23:52 - danij

Fixed for 1.9.0-beta6.8

#3 - 2009-11-07 01:44 - siliconwolf

screenshot of a switch in MAP17 raised too far

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/4fe386cd/f472/attachment/doom2-17.jpg