

Doomsday Engine - Bug #823

S1 lower Floor - nearest floor adjacent Sectors

2009-11-17 00:45 - tolwyn

Status: Closed	Start date: 2009-11-17
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description Taking Bloodrust as an example, I've made a snippet PWAD to show the bug. Hit switch in front of you, turn right, hit switch. This should lower sectors 10 and 11 to the floor, revealing switch to continue with the map. In JDoom, only sector 10 lowers to nearest floor. In Doom2 1.9 and Chocolate Doom, both sectors lower. Labels: Gameplay	

History

#1 - 2009-11-16 20:49 - tolwyn

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/f8859df0/fd1d/attachment/bug2.wad

#2 - 2009-11-17 00:45 - danij

An unusual test case which exposes a flaw in the original DOOM algorithm which is not present in our implementation.

Fixed for 1.9.0-beta6.8

#3 - 2009-11-17 02:45 - tolwyn

Glad it's fixed. :)