Doomsday Engine - Bug #862

Map def fog oversight

2010-01-28 22:44 - vermil

Status:	Closed	**Start date:**	2010-01-28
Priority:	High	**% Done:**	100%
Assignee:	danij		
Category:			
Target version:	1.8.6		

Description

It seems that if one accidently places the mif_fog flag in a map def without actually providing any fog values (i.e. the rgb, the fog end etc), the map the def is associated with will load with an irremovable 0,0,0 coloured fog with a distance of 0 which the fog on/off console command won't remove.

Labels: Graphics

History

#1 - 2010-01-28 03:14 - danij

Upon testing I found that this is merely symptomatic of a much larger problem. It would seem that when enabled a Map Info definition fog is actually applied on absolutely everything; engine UI, console, game menu, automap etc, etc.

Evidently the engine-internal state assumption with fog is such that fog is on if not disabled. Presently, the only time fog makes sense is when drawing the world. This means that in order to maintain the state correctly, its a case of constantly disabling/re-enabling it everywhere else.

It would be much easier to manage if the assumption was: off if not enabled.

Now, the problem in this report:
The defaults for fog start and fog end and fog color are all zero. Thus if not fully configured correctly the result will be a game window of near solid black. Due to the problem mention above, this extends to the UI and other displays.

I'm currently working on a fix for both the core problem and the incomplete definition default problem.

#2 - 2010-03-31 22:04 - danij

Fixed for 1.9.0-beta6.9