

Doomsday Engine - Bug #865

Heretic: Scrolling flats too slow

2010-02-06 20:01 - vermil

Status: Closed	Start date: 2010-02-06
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	

Description

As the summary suggests. Currently the speed the flat scrolls with the "fast" scroll sector types is more like the speed of the "slow" scroll sector types in the original game.

Also, I've attached a file showing a little visual artefact when two adjacent sectors with the same floor height share the same scroll type. The example is the start of E5M2 (turn right to see this canal right next to you).

Labels: jHeretic

History

#1 - 2010-02-03 15:12 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/5e963e94/7b83/attachment/heretic-ext-002.JPG

#2 - 2010-02-06 20:02 - danij

The seam pictured in your screenshot is due to these sectors using two different scroll types. All sectors in this section use the fast west scroll while the very end one uses the medium west scroll. The only reason this isn't visible in the original game is because all scrolling except east is broken.

#3 - 2010-03-24 18:10 - danij

Fixed the speed discrepancy and implemented the cvar server-game-plane-fixmaterialscroll to control the fix for east only scrolling for 1.9.0-beta6.9