

Doomsday Engine - Bug #877

Texture offset anomaly

2010-03-21 11:42 - vermil

Status: New	Start date: 2010-03-21
Priority: High	% Done: 0%
Assignee:	
Category: Vanilla emulation	
Target version: Vanilla / Gameplay	
Description The way the column renderer in Doom works allows all textures to be larger than their actual dimensions as defined in TEXTUREx. However Dday only accounts for this with sky textures. An example of this can be found in this HeXen pwad: http://www.doomworld.com/idgames/index.php?id=6291 Sectors 32 and 33 (and numerous other's) feature a custom mid texture on their back walls that replaces the BLANK texture in the original HeXen. However the patch used to make said texture has an odd offset that the original games column renderer could deal with meaning the texture is displayed correctly in HeXen. Dday however doesn't display this texture correctly.	
Labels: Graphics	
Related issues: Related to Bug #1078: Patch texture composition logic errors New 2012-08-25	

History

#1 - 2010-03-27 00:06 - danij

- **status:** open --> fixed
- **assigned_to:** Daniel Swanson
- **milestone:** --> v1.8.6

#2 - 2012-12-10 07:50 - skyjake

- **milestone:** v1.8.6 --> v1.9.10

#3 - 2012-12-10 09:16 - danij

- **status:** fixed --> open
- **milestone:** v1.9.10 --> v1.8.6
- **priority:** 3 --> 7

#4 - 2013-10-22 14:44 - skyjake

- *Tags set to Textures, Renderer*
- *Category set to Vanilla emulation*
- *Target version deleted (1.8.6)*

#5 - 2013-10-22 19:08 - skyjake

Does this have anything to do with [#1078](#)?

#6 - 2013-10-22 23:52 - danij

Yes, the two are intrinsically related.

#7 - 2017-04-03 14:56 - skyjake

- *Target version set to Rendering*

#8 - 2017-04-03 18:32 - skyjake

- *Target version changed from Rendering to Vanilla / Gameplay*

#9 - 2019-11-29 23:06 - skyjake

- *Assignee deleted (danij)*