

Doomsday Engine - Bug #910

Flat tiling error with custom flats

2010-05-30 14:41 - jimigrey

Status: New	Start date: 2010-05-30
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version: Rendering	
Description I made some 128*128 textures as flats using the material definitions. Ingame I notice the flat tiling breaks at some polygon borders. On walls the textures work just fine.	
Labels: Graphics	
Related issues: Related to Feature #1501: Non-64-pixel flats Rejected 2009-11-14	

History

#1 - 2010-05-30 15:08 - jimigrey

Ok, here's a screenshot: http://koti.mbnet.fi/jeejeeje/wip/doom_flat_tile_error.jpg
and wireframe overlayed: http://koti.mbnet.fi/jeejeeje/wip/doom_flat_tile_error_wire_overlay.jpg

#2 - 2010-05-30 15:30 - danij

The screenshots are helpful but a small example would be much more useful.

#3 - 2010-05-30 16:51 - jimigrey

Sure.. here's some little test map (in map01), material definitions and lowres textures in wad: http://koti.mbnet.fi/jeejeeje/wip/sw_testmap.zip

It happens more in areas with non square sectors...

#4 - 2010-05-30 21:56 - jimigrey

I made a bit clearer example & screenshot of what's going on (also noticed I don't need to write material definitions to use textures as flats or other way around).

I made the floor use the damaged pipe texture, then I made some stairs which made a cut to the sector which creates the tiling error:

<http://koti.mbnet.fi/jeejeeje/misc/textest.jpg>

<http://koti.mbnet.fi/jeejeeje/misc/textest.wad>

#5 - 2010-06-02 18:10 - danij

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/059307b6/e0f6/attachment/textest.wad

#6 - 2010-07-06 22:38 - jimigrey

I did some searching in the source code and found out that textures were aligned to 64*64 grid, but that makes any textures larger than 64*64 align incorrectly.

So I increased the grid size and large textures were aligned correctly as well.

In "edit_map.c" and "static void updateSSecMidPoint(subsector_t *sub)" I simply changed these two lines:

```
sub->worldGridOffset[VX] = fmod(sub->bBox0.pos[VX], 64);  
sub->worldGridOffset[VY] = fmod(sub->bBox1.pos[VY], 64);
```

to:

```
sub->worldGridOffset[VX] = fmod(sub->bBox0.pos[VX], 512);  
sub->worldGridOffset[VY] = fmod(sub->bBox1.pos[VY], 512);
```

Which would allow 512*512 and smaller textures to align correctly..

#7 - 2012-08-27 20:18 - danij

Can you upload a small demo of the problem?

#8 - 2013-10-22 19:37 - skyjake

- *Tags set to Renderer, Textures*

- *Target version deleted (1.9.0-beta6)*

#9 - 2013-10-22 19:37 - skyjake

- *Tags changed from Renderer, Textures to Renderer, Materials*

#10 - 2017-04-03 14:59 - skyjake

- *Target version set to Rendering*