

## Doomsday Engine - Bug #925

### [Doom] Map32: Secret exit quirk not replicated

2010-07-09 09:19 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2010-07-09
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Vanilla emulation		
<b>Target version:</b>	Vanilla / Gameplay		
<b>Description</b>			
<p>A small quirk of the original Doom2.exe that Doomsday doesn't replicate has come to my attention.</p> <p>It would appear that in Doom2.exe, in normal play (i.e. the player hasn't used the level warp cheat), that a secret exit trigger type on Map32 will restart Map32. In Dday, a secret exit trigger takes the player back to Map16.</p> <p>In Doom2.exe, if the player has used the level warp cheat to reach Map32, a secret exit trigger type on Map32 will take the player back to the last level they entered without cheating (i.e. if the player completes Map01 and then uses the level warp cheat on Map02 to take them to Map32, then a secret exit trigger on Map32 will take them to Map02).</p> <p>Here is a pwad which uses a secret exit trigger to restart Map32, if the player crosses it. The trigger (line186) is just up the stairs with the Shotgun in front of them, right at the start of the map.</p> <p><a href="http://www.doomworld.com/idgames/?id=8131">http://www.doomworld.com/idgames/?id=8131</a></p> <p>Note that the map heavily uses a rendering hack that Dday doesn't support at all, to the point that it actually blocks access to some areas of the map in Dday.</p>			
<b>Labels:</b> Gameplay			

#### History

##### #1 - 2013-10-22 19:45 - skyjake

- Tags set to Doom

- Category set to Vanilla emulation

##### #2 - 2013-12-22 04:22 - danij

Am I correct to conclude that the PWAD mentioned in the initial report is actually irrelevant to the issue in question?

##### #3 - 2013-12-22 11:01 - vermil

I believe that Vanilla Doom2 has no understanding of what to do with a secret exit trigger on Map32 and thus in a case of undefined behavior, it takes the player to the last level they didn't use the level warp cheat to enter.

The above mentioned Pwad takes advantage of this undefined behavior and places a secret exit trigger on Map32 to restart the map if the player crosses it (the reality is that Map32 was simply the last map the player would have entered if they weren't cheating).

However, in Dday, a secret exit trigger on Map32 takes the player to Map16.

##### #4 - 2013-12-22 12:25 - danij

Maybe I'm being thick but how does this map specifically take advantage of that if the only way to trigger it is by warping manually? If that is the case then surely this is true of any custom MAP32.

##### #5 - 2013-12-22 18:53 - vermil

You've got it the wrong way around. Warping manually messes it up.

##### #6 - 2017-04-03 15:01 - skyjake

- Target version set to Modding

##### #7 - 2017-04-03 18:34 - skyjake

- Target version changed from Modding to Vanilla / Gameplay