

Doomsday Engine - Bug #999

Ded flag translation mistake

2012-03-04 21:26 - vermil

Status:	Closed	Start date:	2012-03-04
Priority:	Normal	% Done:	100%
Assignee:			
Category:			
Target version:	1.9.7		
<b>Description</b> The old format mob flag 'mf2_cannotpush', from this ded, seems to accidently be translated to 'mf2_mf_cannotpush' in 1.9.7.  The console then proceeds to complain about 'mf2_mf_cannotpush' being an unknown flag.  Note, don't try to enter a map with this ded; doing so will cause 1.9.7 to crash with an illegal operation, due to it referencing missing sprites.  <b>Labels:</b> Definitions			

History

#1 - 2012-03-04 21:27 - vermil

<http://pastebin.com/GWiaCGxG>

#2 - 2012-03-04 21:30 - skyjake

All flags in a Thing's Flags2 field must be "mf2\_" flags. It is illegal to use "mf\_" flags in it.

Therefore, the DED parser seems to be working as intended.

#3 - 2012-03-04 22:32 - vermil

Cannotpush is a 'mf2' flag.

Please have a look in flags.ded to see this.

#4 - 2012-03-04 22:49 - vermil

Ah. I seem to have made a mistake and forgotten the '2' on some of the 'flag2'.

My apologies.

#5 - 2012-06-28 22:51 - vermil

Dang, my ded is too big to upload directly to Sourceforge (482kb).

It does seem to be related to this ded specifically.