

Doomsday Engine - Feature #1585

Feature # 1648 (Progressed): Complete vanilla DOOM emulation

Feature # 1603 (Progressed): Support for id Tech 1 map hacks

[Map Hack] Extra plane (e.g., Hell Revealed II MAP01)

2013-09-10 02:22 - lucasavd

Status:	Progressed	Start date:	2013-09-10
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Vanilla emulation		
Target version:	Vanilla / Gameplay		
Description			
<p>Hello, there is a pwad named Hell Revealed II which happens to use a different kind of bridge on map01, this time with a floor texture, yet similar to the one found on Plutonia's map02 (still not correctly rendered in any way). So, should you add support for that map hack too?</p> <p>Sample attached in the ticket.</p> <p>Note that the sector surrounding the "floating" floor is only 1 map units thick.</p>			

History

#1 - 2013-09-10 05:31 - danij

- **labels:** hr2, bridge -->
- **summary:** Alternative bridge map hack support --> [Map Hack] Extra plane (e.g., Hell Revealed II MAP01)
- **status:** open --> accepted
- **assigned_to:** Daniel Swanson
- **Milestone:** Eventually --> Pre 2.0
- **Priority:** 1 --> 7

#2 - 2013-10-18 14:44 - skyjake

- *Category set to Vanilla emulation*

#3 - 2013-10-22 14:38 - skyjake

- *Parent task set to #1603*

#4 - 2016-07-05 23:54 - skyjake

- *Status changed from In Progress to Progressed*

#5 - 2017-04-03 18:41 - skyjake

- *Target version set to Vanilla / Gameplay*

#6 - 2019-11-29 23:06 - skyjake

- *Assignee deleted (danij)*

#7 - 2019-12-15 07:50 - skyjake

- *File asd.wad added*

#8 - 2019-12-15 07:50 - skyjake

- *Description updated*

#9 - 2019-12-15 08:03 - skyjake

- *Description updated*

Files

asd.wad

12.7 KB

2019-12-15

skyjake