

Doomsday Engine - Feature #1603

Feature # 1648 (Progressed): Complete vanilla DOOM emulation

Support for id Tech 1 map hacks

2013-10-18 14:05 - skyjake

Status: Progressed	Start date: 2003-07-17
Priority: Urgent	% Done: 50%
Assignee:	
Category: Vanilla emulation	
Target version: Vanilla / Gameplay	
Description With carefully manipulated map data, the original DOOM engine could be tricked into rendering special effects like deep water. Doomsday should replicate the appearance of these hacks using 3D geometry. Similarly, limitations of the usual 2.5D physics can be worked around with tricks that involve dynamic behavior of sectors (e.g., bridges).	
Subtasks:	
Bug # 110: [Render hack] TNT map09: Transparent window is not transparent	Closed
Bug # 1053: [Render hack] Icarus Alien Vanguard: Force-fields (scrolling masked middle ...	Closed
Feature # 1585: [Map Hack] Extra plane (e.g., Hell Revealed II MAP01)	Progressed
Feature # 1668: Support id Tech 1 map hacks with sector lightlevels outside expected [0...	New
Bug # 2109: [Doom] "Doomsday of UAC" invisible stairs not climable	New
Bug # 2258: [Doom] Falling through 3D bridges	New
Bug # 2386: [Render hack] Alien Vendetta map09: Arched upper textures (facing an unclos...	New
Bug # 2399: [Render hack] TNT map21: Transparent doors	New
Related issues:	
Related to Bug #745: [Render hack] Deep water tricks not supported	Closed 2009-08-08
Related to Bug #52: [Render hack] Fake/see-through bridges	Closed 2003-05-26
Related to Bug #587: [Render hack] Plutonia 2 map11: 3D bridge does not const...	Closed 2009-01-08
Related to Bug #2254: [Render hack] TNT map02: Deep Water not supported	Closed 2017-07-01
Related to Bug #2369: [Render hack] TNT map31: Arachnotrons hidden inside pil...	Closed 2019-12-14
Related to Bug #2370: [2.3 Unstable] Render Hack Regressions	In Progress 2019-12-14

History

#1 - 2013-10-18 14:09 - skyjake

- Start date changed from 2013-10-18 to 2003-05-26

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

- Target version changed from 1.12 to 1.13

#3 - 2013-10-18 14:40 - skyjake

- Category set to Vanilla emulation

#4 - 2013-11-02 14:31 - skyjake

- Parent task set to #1648

#5 - 2013-12-16 10:31 - skyjake

- Target version changed from 1.13 to 1.14

#6 - 2014-02-27 01:04 - danij

- Target version changed from 1.14 to 1.15

#7 - 2014-09-15 11:10 - danij

- Target version deleted (1.15)

#8 - 2016-03-27 08:40 - skyjake

- Target version set to Modding

#9 - 2017-04-03 18:41 - skyjake

- Target version changed from Modding to Vanilla / Gameplay

#10 - 2017-07-21 09:23 - skyjake

- Related to Bug #2258: [Doom] Falling through 3D bridges added

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

- Assignee deleted (daniij)

#12 - 2019-12-09 14:39 - skyjake

- Related to Bug #2254: [Render hack] TNT map02: Deep Water not supported added

#13 - 2019-12-13 14:20 - skyjake

- Status changed from New to Progressed

- % Done changed from 0 to 40

#14 - 2019-12-13 14:20 - skyjake

- % Done changed from 40 to 50

#15 - 2019-12-14 21:09 - skyjake

- Related to Bug #2369: [Render hack] TNT map31: Arachnotrons hidden inside pillars in the pyramid added

#16 - 2019-12-14 21:40 - skyjake

- Related to Bug #2370: [2.3 Unstable] Render Hack Regressions added

#17 - 2019-12-15 07:34 - skyjake

- Description updated