

Doomsday Engine - Feature #2387

[Heretic] Sector floor cannot be lowered if a tall monster is stuck in the ceiling of the sector (compatibility option)

2019-12-31 09:23 - svl1

Status:	New	Start date:	2019-12-31
Priority:	Normal	% Done:	0%
Assignee:	Deng Team		
Category:	Defect		
Target version:	Modding		
Description			
It is impossible to lower a sector if there is a monster on it, the height of the height is greater than the height of the sector. The sector will lower if the monster is killed.			

History

#1 - 2019-12-31 09:42 - skyjake

To clarify: the bug is that the sector floor movement is incorrectly stuck if there is a monster whose head goes through the ceiling plane of the sector?

And the fix would be to allow the sector floor to lower in this case? Increasing the floor height still wouldn't be allowed because the monster would be squished even more?

#2 - 2019-12-31 11:02 - svl1

Yes, that's exactly it. Can increase the height of the ceiling, but this can lead to missing textures.

#3 - 2020-01-01 21:19 - skyjake

- Subject changed from [Heretic] Do not lower a sector with a monster whose height is greater than the height of the sector to [Heretic] Sector floor cannot be lowered if a tall monster is stuck in the ceiling of the sector

- Category set to Defect

- Target version set to Vanilla / Gameplay

#4 - 2020-01-01 21:27 - vermil

I would suggest making this a console cvar that defaults to off, rather than making it the standard.

This is widely known, expected and even used deliberately, vanilla behaviour. Ports that have fixed this have lead to mappers incorrectly labeled their maps as vanilla compatible when they actually rely on the fact that the port has 'fixed' this behaviour.

#5 - 2020-01-01 21:51 - skyjake

- Subject changed from [Heretic] Sector floor cannot be lowered if a tall monster is stuck in the ceiling of the sector to [Heretic] Sector floor cannot be lowered if a tall monster is stuck in the ceiling of the sector (compatibility option)

Is there an already-established flag (e.g., MAPINFO) for enabling non-vanilla behavior for this?

If not, a Doomsday-specific flag could be added so maps can request which behavior is preferred. I would avoid using a cvar because those apply globally to all maps (for the time being), and it would fall upon the user to know what is the correct setting for each map they play.

#6 - 2020-01-01 21:52 - skyjake

- Target version changed from Vanilla / Gameplay to Modding

#7 - 2020-01-01 21:53 - skyjake

- Tracker changed from Bug to Feature

Files

__TEST.zip	3.55 KB	2019-12-31	svl1
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