

SoD Public Bugs - Bug #23107

(Area) BD0110 - Polys/search region for wall bit should be refined

04/26/2016 03:54 PM - Richard Hilton

Status: Closed - Fixed	Start date: 01/24/2016
Classification: C - Minor	Due date:
Assignee:	% Done: 100%
Category:	Estimated time: 0.00 hour
Target version: 2.2.66.0	
Found In Version:	

Description

1. Start a new game with Abdel pregen and skip the intro.
2. C:CreateItem("CLCK24") and have Abdel equip it.
3. Under "O: Options" -> "Gameplay" make sure "Dither Always" is disabled.
4. Jump to BD0110 and Explore() if not already explored.
5. Jump to the point shown in the screenshot, just behind the wall above the stairs.

Observed

1. You are not covered when standing behind the wall at a certain point. (BehindWall1.jpg)
2. Carried spell effects "leak through" parts of the wall as shown in the screenshot. (BehindWall2.jpg)

Expected

You are completely covered when standing behind the wall, including any carried effects.

Notes

Internal report #18800

Recommended solution for wall:

1. Expand impassable search region behind the wall so that you can never stand in front of the baseline.
2. Without modifying any of the baseline(s), expand the poly(s) of the wall an amount downwards so you do not get "visual leakage" of carried effects through the wall bottom.

History

#1 - 04/26/2016 05:30 PM - Richard Hilton

- Status changed from New to Submitted

#2 - 05/13/2016 05:15 PM - Filip Flechtner

- Status changed from Submitted to Closed - Fixed

- % Done changed from 90 to 100

Fixed as of v2.2.66.0.

#3 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne

- Target version changed from Next Update to 2.2.66.0

Files

BehindWall1.jpg	379 KB	01/24/2016	Robert "Galactygon" Rath
BehindWall2.jpg	383 KB	01/24/2016	Robert "Galactygon" Rath
BD0110--Screen-Bottom.jpg	212 KB	02/12/2016	Bill Harper
InteriorAreasRefined.zip	70.8 KB	04/10/2016	Robert "Galactygon" Rath