

Visportals and BSP trees

- consider this map
 - the walls are in red

`chisel/maps/spiral.txt`

```
define 1 room 1
define 2 room 2
define 3 room 3
define 4 room 4
define O monster monster_demon_imp
define H monster monster_demon_hellknight
define S worldspawn
```

Visportals and BSP trees



chisel/maps/spiral.txt

```
#####  
#1          #2          #  
#           .          #  
#           .          #  
#           .          #  
#           #          #  
#.....#####.....#####  
#3          #4          #  
#           #   O O O   #  
#           S           #  
#           #   O O O   #  
#           #           #  
#####
```

Visportals and BSP trees

- we can see that we are spawned in room 3
 - the imps are in room 4
- let us build this map with chisel

```
$ cd
$ cd Sandpit/chisel/python
$ ./developer-txt2map ../maps/spiral.txt
txt2pen: pass
Total rooms = 4
Total cuboids = 769
Total cuboids expanded (optimised) = 0
Total entities used = 89 entities unused = 4007
Total brushes used = 769
pen2map: pass
```

Visportals and BSP trees

- now compile the map within dhewm3
 - and play it!

- notice when you are spawned at the beginning of the game
 - turn and if you face room 4
 - watch the fps drop !
 - why is this the case?

Visportals and BSP trees

- now we can implement visportals for open doors
 - compile the map and play the game

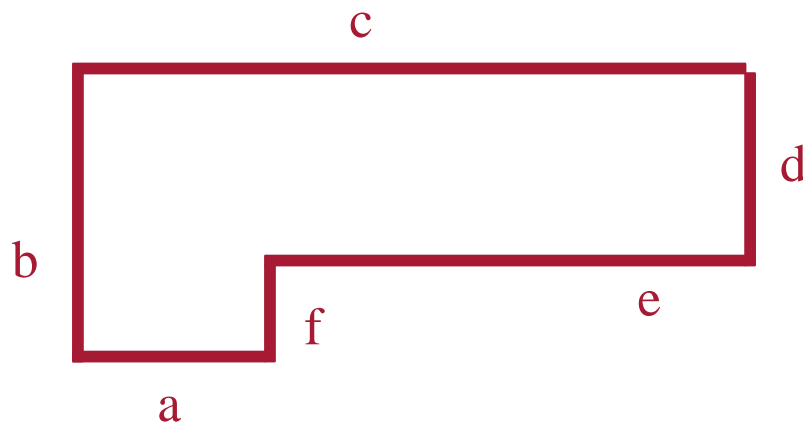
- notice after the player is spawned you can face room 4
 - and what happens?
 - why?

Algorithm for splitting an area into a BSP tree

```
PROCEDURE makeTree (polyList: polygon) : tree;  
VAR  
    root: polygon ;  
    backList, frontList: polygonP ;  
    p, backPart, frontPart: polygon ;  
BEGIN  
    IF polyList = NIL  
    THEN  
        RETURN NIL  
    ELSE
```


BSP trees

- we will label each line



BSP trees

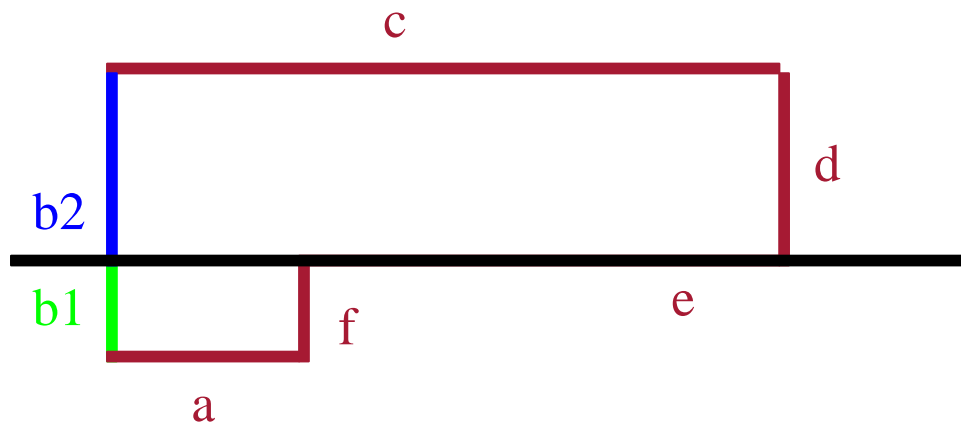
- we initialise our `polyList` to the labeled lines
- and the tree to empty
 - the tree will be a binary tree, built by a number of 3 item lists
 - in the list, element 0, is the left, which represents behind,
 - middle, element 1, is the node label
 - right, element 2, means forward
 - forward means right for a vertical line
 - forward means above a horizontal line
 - the algorithm will create a binary tree of ordered lines
 - the algorithm keeps recursing until each node is a label (rather than a list)
 - and each leaf contains a label (rather than a list)

BSP trees

polyList = [a, b, c, d, e, f]
tree = []

BSP trees

- we will choose an existing line to perform the split (marked in black)

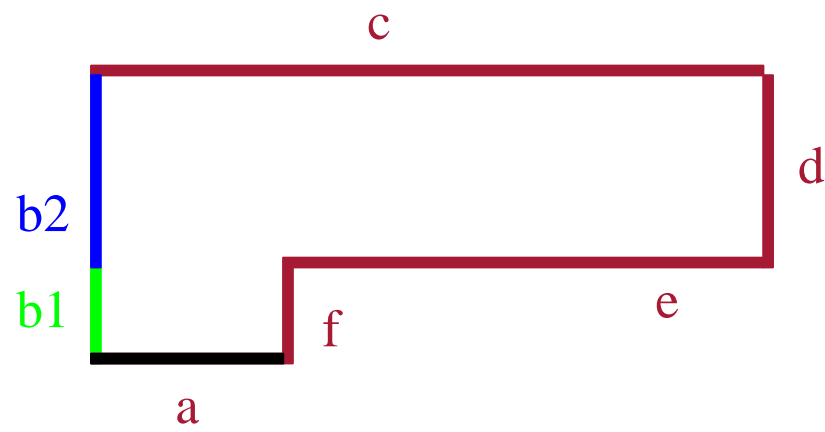


BSP trees

```
polyList = [a, b1, b2, c, d, e, f]  
tree = [makeTree ([b1, a, f]),  
        e,  
        makeTree ([b2, c, d])]
```

- we will call `makeTree ([b1, a, f])`

makeTree ([b1, a, f])

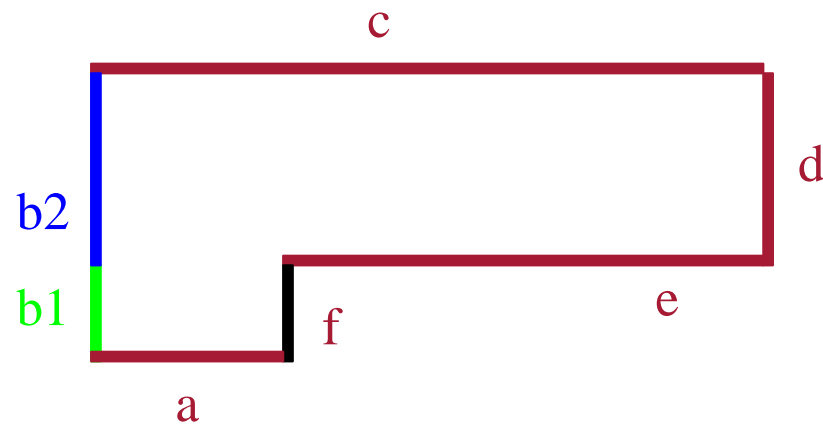


makeTree ([b1, a, f])

polyList = [b1, a, f]

tree = [combineTree ([], a, makeTree ([b1, f]))]

makeTree ([b1, f])



makeTree ([b1, f])

- ```
tree = [b1, f, []]
```

- therefore the caller to makeTree now creates the tree as:

- ```
tree = [combineTree ([], a, makeTree ([b1, f]))]  
tree = [a, b1, f]
```

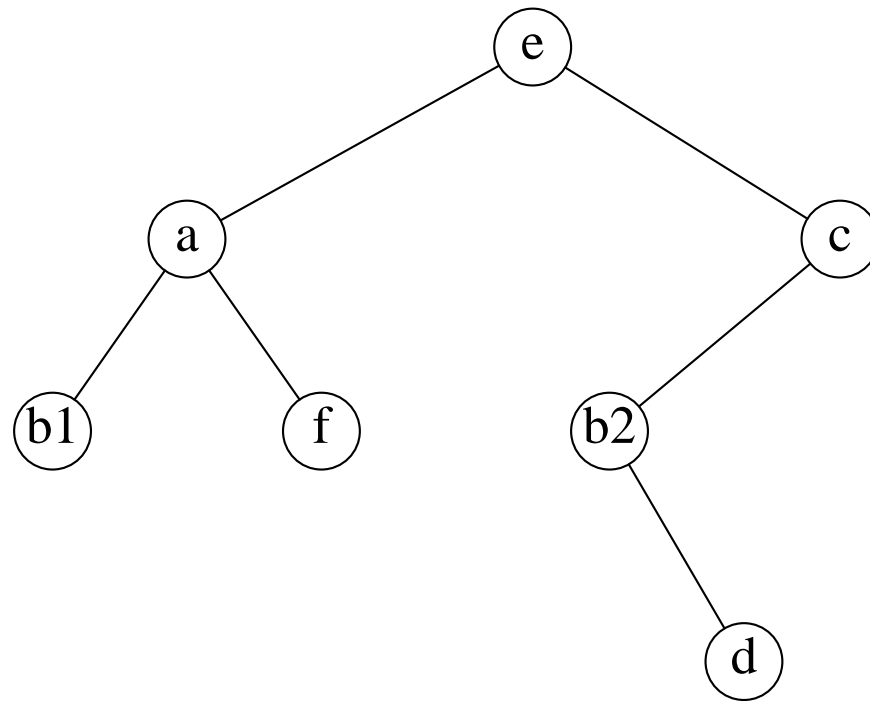
makeTree ([b1, f])

- and the caller to this makeTree

```
tree = [makeTree ([a, b1, f]),  
        e,  
        makeTree ([b2, c, d])]
```

```
tree = [[a, b1, f],  
        e,  
        makeTree ([b2, c, d])]
```

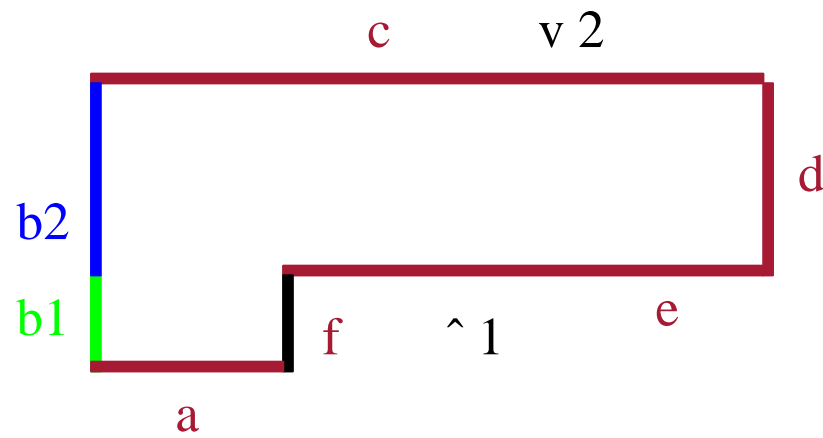
BSP tree



Display BSP Tree algorithm

```
PROCEDURE displayTree (tree)
BEGIN
  IF tree # NIL
  THEN
    IF Viewer is in front of tree->line
    THEN
      (* display back child, root, front child. *)
      displayTree (tree->left) ; (* back. *)
      displayLine (tree->line) ;
      displayTree (tree->right) (* front. *)
    ELSE
      (* display front child, root and back child. *)
      displayTree (tree->right) ; (* front. *)
      displayLine (tree->line) ;
      displayTree (tree->left) (* back. *)
    END
  END
END displayTree ;
```

Display BSP Tree algorithm



Line (polygon) display order using the bsp tree and display algorithm

- given position 1 (facing upwards)
 - c, b2, d, e, b1, a, f

- given position 2 (facing downwards)
 - b1, a, f, e, b2, d, c