

Doomsday Engine - Bug #1002

[Hexen] setres corrupts particle textures

2012-03-05 10:05 - vvv1

Status:	Closed	Start date:	2012-03-05
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:			
Target version:	1.9.8 Unstable		

Description

After setres X Y particle textures are not displayed during effects produced by Generator.

How to reproduce:

1. Start Hexen.
2. Copy Axe 3D model from <http://colocall.net/~vvv/HUD-Axe.pk3> to data/jhexen/auto directory. The model is extracted from XCCP 1.2.
3. Go to console and change resolution: setres 800 600.
4. Get blue mana and use Axe.

Labels: Graphics

History

#1 - 2012-03-05 10:06 - vvv1

Screenshot after setres

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/cf3c1382/21c0/attachment/hexen-axe-2.jpg

#2 - 2012-03-05 10:06 - skyjake

Will be addressed in the "qapp-based" branch.

#3 - 2012-03-05 11:30 - vvv1

Screenshot before setres

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/cf3c1382/937f/attachment/hexen-axe-1.jpg