

Doomsday Engine - Bug #1014

[Infine] Combining scale+angle broken ("Imp" example)

2012-03-26 18:44 - vermil

Status: Closed	Start date: 2012-03-26
Priority: High	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.9.10	
Description The summary says all. Labels: InFine, Regression	

History

#1 - 2012-03-27 05:58 - vermil

It seems to be something a bit more specific than what I thought; it seems to be when you run a scale and angle command at the same time.

In hindsight, it's as if the point an active scale command is being called from (the top left corner of the graphic) is now dynamically updating if the graphic rotates during the scaling, where as it didn't in 1.8.6? A deliberate behaviour change?

#2 - 2012-03-27 08:35 - vermil

The apparent change in behaviour can be observed with the 'Imp' infine included with all versions of Dday (startinf Imp), which was designed for the 1.8.6 behaviour.

In 1.8.6, at the end of the def, the Imp would appear to 'bite', approximately, the middle of the screen. But in 1.9.7 the Imp's head goes off the right side of the screen.

#3 - 2012-03-27 08:40 - skyjake

It is not an intentional change, the old Imp script should work like before... We'll have to investigate the finale drawer.

#4 - 2012-03-27 08:51 - skyjake

- **labels:** InFine --> InFine, Regression
- **status:** open --> fixed
- **assigned_to:** Jaakko Keränen

#5 - 2012-04-12 11:56 - skyjake

Could you attach a short piece of Infine script that illustrates the bug?

#6 - 2012-12-09 20:22 - skyjake

Fixed for the 1.9.10 release (build 710 onwards). A test infine script called "gyrations" is now included in libdoom to test this feature (finale object rotations).

#7 - 2012-12-09 20:22 - skyjake

- **milestone:** v1.9.7 --> v1.9.10