

Doomsday Engine - Bug #118

TNT: Texture anim glitches

2003-08-05 14:17 - skyjake

Status: Closed	Start date: 2003-08-05
Priority: Low	% Done: 100%
Assignee:	
Category:	
Target version: 1.7.12	
Description <p>I Don't know wheter this is a bug or not, as there might be a console option to enable it normally, but I can't jump, even though i've defined a key to key in the controls menu, untill I start a multiplayer game with jumping enabled.</p> <p>I've also nocited a few animated textures in Final Doom are a bit screwed.</p> <p>In TNT the animated textures in BLODGR1 + 4 (two switches and a computer bank, and the pressed versions of the two switches also bolted onto a texture, WFALL1 + 4.</p> <p>They go garbled between it's two frames of animation in each state (pressed and not) as does the comp console. Could this be because the textures have the same name as two frames of a four frame animated texture from Doom1 and 2, and Doomsday is looking for BLODGR2 + 3 which don't exist in the TNT.wad?</p> <p>Also the animated Rock texture at the start of Map02 in Plutonia switches to FIREBLU 1 + 2 for some of it's animation frames, Even though the rock tecture and the FIREBLU texture both have different names in the IWAD for some reason.</p> Labels: Graphics	

History

#1 - 2003-08-06 14:24 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

Plz ignore the solution included with the TNT textures, it doesn't work. Just tested it. It also only happens when Jdoom is ran with hi-res textures.