

Doomsday Engine - Bug #2363

Light Amplification powerup doesn't affect psprite 3D models

2019-12-06 06:22 - skyjake

| | |
|--|-------------------------------|
| Status: New | Start date: 2019-08-14 |
| Priority: Normal | % Done: 0% |
| Assignee: skyjake | |
| Category: Defect | |
| Target version: 2.3.x | |
| Description The light amplification powerup doesn't affect the hud models. StateAnimator needs a way to access the player's powerup counters. What is needed here is analogous to the old model selectors feature, but now we can use Doomsday Script to access the data more directly and transparently. | |
| Related issues: | |
| Related to Feature #1539: Armor, powerups (object status) controls 3D model r... | Progressed 2011-06-18 |
| Copied from Bug #2343: Player weapon opacity doesn't affect psprite 3D models | Closed 2019-08-14 |

History

#1 - 2019-12-06 06:22 - skyjake

- Copied from Bug #2343: Player weapon opacity doesn't affect psprite 3D models added

#2 - 2019-12-06 06:25 - skyjake

- Related to Feature #1539: Armor, powerups (object status) controls 3D model representation added

#3 - 2019-12-06 06:25 - skyjake

- Description updated

#4 - 2019-12-06 06:27 - skyjake

- Description updated

#5 - 2020-12-08 08:26 - skyjake

- Target version changed from 2.3 to 2.3.x