

Doomsday Engine - Bug #684

Sprites moving up if their bottom intersects the floor

2009-05-07 10:15 - vermil

Status:	New	Start date:	2009-05-07
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Vanilla emulation		
Target version:	Vanilla / Gameplay		
Description			
Dday correctly cuts off a sprite horizontally when it clip's through a wall. But vertically, it shifts the sprite upward independent of the mobj, to display all of the sprite, instead of clipping it vertically where appropriate.			
I attached a screenshot from both Dday and GZDoom to illustrate this.			
Labels: Graphics			

History

#1 - 2009-05-07 10:16 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/d3906e80/2797/attachment/Doomsday.JPG

#2 - 2009-05-07 10:17 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/d3906e80/a9aa/attachment/GZDoom.jpg

#3 - 2009-11-14 14:23 - danij

Related to http://sourceforge.net/tracker/index.php?func=detail&aid=2187113&group_id=74815&atid=542099

#4 - 2013-10-22 18:53 - skyjake

- Tags set to Sprites, Renderer
- Category set to Vanilla emulation
- Target version deleted (1.8.6)

To make this appear more similar to vanilla, one would have to fudge the Z values at the floor height because in the original renderer it didn't matter if the sprite actually went into the floor plane.

#5 - 2017-04-03 14:56 - skyjake

- Target version set to Rendering

#6 - 2017-04-03 18:32 - skyjake

- Target version changed from Rendering to Vanilla / Gameplay