

Doomsday Engine - Bug #69

jHexen: Fire Minotaur Statues stretched

2003-06-13 13:44 - skyjake

Status: Closed	Start date: 2003-06-13
Priority: High	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.10	
Description It appears the Fire Minotaur Statues (e.g. in Darkmere) toggle their height between normal and 'somewhere through the floor'.	
Labels: Graphics	

History

#1 - 2003-06-13 14:59 - skyjake

Logged In: YES
user_id=717323

Also occurred in the menu!

#2 - 2003-06-14 16:57 - skyjake

Logged In: YES
user_id=717323

This was most likely caused by the HUD sprite mode that was added in 1.7.10. There was likely a mixup since both sprites and patches were using lumptexinfo.