

Doomsday Engine - Bug #780

BLODGR1-4 Textures Inanimate

2009-09-19 21:01 - sonicdoommario

Status: Closed	Start date: 2009-09-19
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	
Description In Doom II, the BLODGR1-4 textures are hardcoded to be animated by default, even though there are no textures in Doom II that use the BLODGR1-4. However, in Alien Vendetta, the BLODGR1-4 textures (which are lavafalls) are inanimate. This can be easily spotted in map30 of Alien Vendetta. At the start of Map30, just turn right and you'll see the non-animated BLODGR1-4 textures. These textures animated properly in Doomsday 1.8.6.	
Labels: Data	

History

#1 - 2010-04-06 18:11 - danij

Fixed for 1.9.0-beta6.8