Doomsday Engine - Bug #1004

[Hexen] 3D Tree_Destructive appearance is incorrect

2012-03-05 13:48 - vvv1

Status:	New	**Start date:**	2012-03-05
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:			
Target version:	Rendering		

Description

3D Tree_Destructive looks light grey but should be light brown as in older versions. Please, look at the attached screenshots.

How to reproduce:
1. Copy Tree_Destructible model from http://colocall.net/~vvv/D-Tree_Destructible.zip to data/jhexen/auto directory. The model is extracted from XCCP 1.2.
2. Start Hexen.
3. Start new game and look at one of the destructive trees.

Labels: Resources

History

#1 - 2012-03-05 13:50 - vvv1

Tree_Destructive, build427

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/e31334bb/e6b3/attachment/tree-destructive-2.jpg

#2 - 2012-04-21 14:27 - vvv1

Tree_Destructive, 1.9.0 beta6.9

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/e31334bb/2582/attachment/tree-destructive-1.jpg

#3 - 2016-08-09 10:25 - skyjake

- Target version deleted (1.9.7)

#4 - 2017-04-03 14:50 - skyjake

- Tags set to 3DModel

- Target version set to Rendering