

Doomsday Engine - Bug #1010

[Chex] Visual inaccuracies

2012-03-17 08:47 - vermil

Status: Closed	Start date: 2012-03-17
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.7	
Description To match the original game a few things and states need to lose full bright and additive blending: the zombie man and Shotgun Guy attack states (POSS_ATK2 and SPOS_ATK2) need to lose full bright while the Imp and Barron missiles (TROOPSHOT and BRUISERSHOT) and their states (TBALL11-2, TBALLX1-3 BRBALL1-2, BRBALLX1-3) need to lose additive blending and full bright. Also, purely a little visual thing; the Plasma missile (PLASMA) travelling states (PLASBALL-2) have additive blending and full bright, while the explosion (PLASEXP-5) is just full bright. I think it would look better in Chex, if both had the same effects. Labels: Graphics	

History

#1 - 2012-03-17 10:44 - vermil

I have attached an updated Chex Mob ded that includes all the above corrections and changes.

#2 - 2012-03-17 10:46 - danij

Fixed for 1.9.8 build [#479](#)

#3 - 2012-04-20 14:57 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/c198f92f/a7ec/attachment/objects.ded