

## Doomsday Engine - Bug #1010

### [Chex] Visual inaccuracies

2012-03-17 08:47 - vermil

<b>Status:</b>	Closed	<b>Start date:</b>	2012-03-17
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	daniij		
<b>Category:</b>			
<b>Target version:</b>	1.9.7		
<b>Description</b>			
<p>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.</p> <p>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.</p>			
<b>Labels:</b> 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 - daniij

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