

Doomsday Engine - Bug #1117

[Plutonia] Missing explosion sprites of Icon of Sin

2013-04-05 06:52 - skyjake

Status:	Closed	Start date:	2013-04-05
Priority:	Low	% Done:	100%
Assignee:			
Category:			
Target version:	1.10		
Description <p>The explosion sprites of the Icon of Sin (the Gate Keeper) in Plutonia don't seem to appear. They do appear on the Doom 2 Icon of Sin however suggesting there maybe a slight mistake in their positioning (they should be 320 unit's south of the Romero head) leads to them co-incidentally spawning inside the wall in Plutonia.</p> <p>(from Vermil)</p> <p>Labels: Doom 2, Plutonia, Icon of Sin, Missing visuals</p>			

History

#1 - 2013-04-05 06:53 - danij

- **status:** open --> closed

#2 - 2013-07-09 11:38 - danij

This seems to be working just fine for me in 1.12 build [#993](#).

#3 - 2013-07-17 04:48 - skyjake

- **summary:** [Plutonia] --> [Plutonia] Missing explosion sprites of Icon of Sin

#4 - 2013-09-22 03:34 - sonicdoommario

Just wanted to revisit this. I did test this out with build [#993](#), but if you compare where the explosion appears in Doomsday to Vanilla Doom, the Doomsday explosion seems to be further north. In the screenshot of Chocolate Doom, you can see the explosions start midway down the icon of sin's face and in Doomsday, they start at where the brain is.

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/31a9a329/4611/attachment/chocolateplutonia.png

#5 - 2013-09-22 03:35 - sonicdoommario

Doomsday:

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/31a9a329/902f/attachment/pl30.png

#6 - 2013-09-23 17:07 - sonicdoommario

Also, for another example, here's Map30 of AV. In Chocolate Doom, you can see the explosions cover much of the Icon of Sin, and in Doomsday, the explosions start from the brain upwards.

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/31a9a329/a81b/attachment/av30.png
- http://sourceforge.net/p/deng/bugs/_discuss/thread/31a9a329/a81b/attachment/av30doomsday.png