

# Doomsday Engine - Feature #1313

## Submodel rotation angles

2003-12-24 19:42 - danij

<b>Status:</b> Rejected	<b>Start date:</b> 2003-12-24
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> The XOR operation that should be used to turn on/off model flags on submodels doesn't appear to work correctly on the following flags:  Spin Alignyaw Alignpitch  There may be more (I haven't tested them all).  This does present a problem when creating powerups/items etc... For instance creating a model that spins inside a sphere where you wouldn't want the sphere to rotate.  Running latest snapshot with jDoom, ded ver 6.  Dani J	
<b>Related issues:</b>	
Related to Feature #7: Next-gen renderer (codename "Gloom")	<b>Progressed</b> 2003-07-10
Related to Feature #1322: Setting submodel scale independently	<b>Rejected</b> 2004-01-17

### History

#### #1 - 2003-12-28 09:09 - skyjake

Logged In: YES  
user\_id=717323

This is, unfortunately, by design. Since all objects have only one rotation angle (well, yaw and pitch), the models have only one as well. Consequently all submodels of a model use the same angles.

This should be changed, though. There is no valid reason for not allowing per-submodel angles, even though it makes R\_ProjectThing() a bit more complicated.

#### #2 - 2013-10-21 16:21 - skyjake

- Tags set to 3DModel, Renderer
- Subject changed from Submodel Rotation Angles to Submodel rotation angles

#### #3 - 2016-08-09 10:57 - skyjake

- Status changed from New to Rejected

Obsoleted by newer model file formats.