

Doomsday Engine - Bug #14

Plasma rifle firing animation frames stuck

2003-03-11 00:52 - skyjake

Status: Closed	Start date: 2003-03-11
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.7	
Description Just use IDFKA and keep firing. You'll notice that the whole fire animation of the plasma rifle doesn't get cycled through, and it creates a weird sort of mirror effect behind the plasma rifle. See the original DOOM exe and ZDoom for correct behavior.	
Labels: Graphics	

History

#1 - 2003-03-12 08:00 - skyjake

Logged In: YES
user_id=717323

OK, I see the problem now. For some reason, the first frame of the firing animation doesn't go away and is drawn over the subsequent frames.