

Doomsday Engine - Bug #1593

[Doom] Excess state in rocket explosion

2013-10-18 10:58 - skyjake

Status: New	Start date: 2013-10-18
Priority: Low	% Done: 0%
Assignee:	
Category:	
Target version: Modding	
Description	
There is a superfluous extra state in rocket explosion that breaks some DEH patches.	
Related issues:	
Related to Feature #1471: Standard definitions should conform to vanilla	New 2008-09-24

History

#1 - 2013-10-19 12:45 - skyjake

This one?

```
# An extra step for the missile explosion to allow the particle effects to
# look better. A bit of a hack, mind you.
State {
  ID = "EXPLODE0";
  Sprite = "MISL";
  Frame = 1;
  Flags = fullbright;
  Next state = "EXPLODE1";
}
```

It should be gotten rid of, although naturally resource packs that rely on this definition need to be updated.

#2 - 2017-04-03 14:40 - skyjake

- Target version set to Modding