

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 superflous 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