

Doomsday Engine - Bug #173

Sprite troubles & instant crashing

2004-05-13 12:57 - adboehm

Status: Closed	Start date: 2004-05-13
Priority: Low	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description <p>Running jDoom 1.14.9 with Doom2.wad, in level 32 the sprite of the cyberdemon shooting was cropped, so that half of the left arm wasn't visible...</p> <p>This might have been because in the options I turned on 3d models and then turned them off, while on level 31. I normally play with sprites.</p> <p>Also, most sprites in the end sequence of Doom II were moved partially off the bottom of the screen, and resized to 50% width in certain frames of their animation. The ones that didn't is the first one, and the last few, although they (ie cyberdemon) also moved down during some frames.</p> <p>The other bug I have found is that on certain levels (eg start of level 4-3 of Ultimate Doom), the game will suddenly self-terminate, leaving me back to the desktop. This could be when the mouse looks in a certain direction.</p> <p>I'm running WinXPproSP1 on P4 2.6GHz, 512MB DDRRAM, 128MB Geforce Ti4800se.</p> Labels: jDoom	