

Doomsday Engine - Bug #174

Particles sticking to sky walls

2004-05-18 17:10 - danij

Status: Closed	Start date: 2004-05-18
Priority: High	% Done: 100%
Assignee:	
Category:	
Target version: 1.8.6	
Description Atm particles can stick to sky walls. This can look particularly nasty when you see patches of blood floating in mid-air. I think it would be better if particles are just destroyed under these circumstances. Labels: Graphics	

History

#1 - 2004-05-19 01:09 - jimigrey

Logged In: YES
user_id=1005349

How about falling/sliding down to the floor?

#2 - 2007-05-28 06:23 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

bump - whats happening here ?

#3 - 2010-05-12 13:28 - eunbolt

I think this bug is fixed.

#4 - 2012-08-28 06:59 - skyjake

- **status:** pending --> closed
- **milestone:** v1.7.15 --> v1.8.6