

Doomsday Engine - Bug #1796

Damage stage mix up in some models.

2014-05-03 09:18 - Gary

Status:	Closed	Start date:	2014-05-03
Priority:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:			
Description Hell Knight in the JDRP has a mixed up damage stage and the head of the baron of hell is swapped in the knight's place yet its body remains that of the Knight's before the hell knight reaches death. Funny when using the Sitter's spider mastermind, the final damage stage appears in the form of the spider having its head glow yellow yet it has no visible damage in the final damage stage. perhaps 1.13 onward has had problems with damage stages. I didn't seem to have this problem many month ago when I played with... I think it was sometime around 1.11. no problem with that back then.			
Related issues: Has duplicate Bug #1871: Wrong model skin selected			
		Closed	2014-10-03

History

- #1 - 2014-10-05 19:51 - danij
- Has duplicate Bug #1871: Wrong model skin selected added
- #2 - 2014-10-05 19:51 - danij
- Status changed from New to Closed

Files

pic.jpg	91.1 KB	2014-05-03	Gary
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