

Doomsday Engine - Bug #197

Wrong Animating Textures in Plutonia/TNT

2004-09-17 19:22 - nuerosphere

<b>Status:</b>	Closed	<b>Start date:</b>	2004-09-17
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	daniij		
<b>Category:</b>			
<b>Target version:</b>	1.9.0		
<b>Description</b>  On Plutonia Level 16. At the exit, the animating textures do not animate correctly.  Ditto for the TV monitors and reel textures in TNT Level 19, in the silver "transporter" building at the start.  Regular Doom/Doom II animating textures seem to work fine.  <b>Labels:</b> Graphics			

History

#1 - 2005-04-12 20:35 - nuerosphere

Logged In: YES  
user\_id=1123803

I found the reasons for the textures not animating right. The animating sequences listed in ANIM.DED only list the animating textures in Doom I/II and not the ones in Final Doom (which replaced and combined multiple sequences of textures from Doom II).

Solution: Add a seperate DED for Plutonia / TNT textures.

#2 - 2006-05-13 19:23 - daniij

Logged In: YES  
user\_id=849456

Created texture group definitions for these texture animations.

In SVN rev 3136 for 1.9.0-beta4.