

Doomsday Engine - Bug #205

Animated Textures flicker after console RESET

2005-01-04 03:26 - danij

Status: Closed	Start date: 2005-01-04
Priority: Low	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0	
Description After doing a RESET via the console animated textures flicker as though they are "out of sync". This only happens after a RESET so it effects only those developing or resource creators so it is not of huge importance. Labels: Graphics	

History

#1 - 2005-01-04 11:16 - skyjake

Logged In: YES
user_id=717323

I've noticed this one myself. This is quite an old bug.

The flicker should disappear when the level is changed/restarted.

#2 - 2006-02-21 02:19 - danij

Logged In: YES
user_id=849456

Fixed for 1.9.0

This was actually the result of two bugs (one minor). Basically, while the engine was busy "reseting" the intermark of the texture/flat translations weren't being updated hence the apparent "speed up" when redering recommenced.

The minor bug was doing forced reset one frame too early in the translation (≤ 0 instead of < 0). This is what caused the "flickering white" bug when textures are disabled.

Note: Some (ATI) users reported this happening WITH textures enabled (the interim fix was disabling multitexturing completely).