

Doomsday Engine - Bug #2091

State Particles won't start for Afrit in some cases (Hexen)

2015-06-15 20:38 - theleo_ua

Status:	New	Start date:	2015-06-15
Priority:	Normal	% Done:	0%
Assignee:	Deng Team		
Category:	Defect		
Target version:	Rendering		

Description

State Particles won't start for Afrit in some cases (Hexen)

1) Run Hexen with Afrit and particles/blood FX from xarp <http://dengine.net/forums/viewtopic.php?f=18&t=1491>

(I attached necessary files to issue, so you dont need whole xarp. just attached addons)

2) Start map01 with mage

3) Type "butcher" cheat

4) observe, that particles are spawned for afrit

5) Start map01 with mage

6) make some shoots with wand

7) Type "butcher" cheat

Actual result: no particles for afrit

Expedted result: particles should be spawned for afrit

Additional info:

Doomsday engine 1.15.0 (not reproduced in 1.14.5)

Affected states: FIRED_DEATH, FIRED_DEATH1

Current workaround while issue is not fixed:

add next strings after particle generator

```
Copy Generator { State = "FIRED_CORPSE1";};
```

```
Copy Generator { State = "FIRED_CORPSE4";};
```

History

#1 - 2015-06-15 20:38 - theleo_ua

- File *FX-Blood.pk3* added

#2 - 2015-06-15 20:38 - theleo_ua

- File *XARP-particles.pk3* added

#3 - 2015-06-15 20:38 - theleo_ua

- File *XARP-shared.pk3* added

#4 - 2015-06-15 20:38 - theleo_ua

- File *XARP-shinemaps.pk3* added

#5 - 2015-06-15 20:42 - theleo_ua

Affected states: FIRED_DEATH, FIRED_DEATH1

should be:

Affected states: FIRED_DEATH1, FIRED_XDEATH1

#6 - 2015-06-20 18:20 - theleo_ua

Reproduced for Bishop, Reiver (Wraith) and Dragon:

Affected states for Bishop: BISHOP_DEATH1 (Map18 is best for testing)

Affected states for Reiver: WRAITH_DEATH1_1, WRAITH_DEATH2_1 (No particles is spawned for Reiver's death, doesnt matter how fast you will type butcher cheat (or even if you kill him by weapons))

Affected states for Dragon: DRAGON_DEATH1 (No particles is spawned for Dragon's death for any case)

Workaround for Bishop: Copy Generator { State = "BISHOP_PUFF1"; }

No workarounds found for Reiver and Dragon

#7 - 2017-04-03 13:40 - skyjake

- *Category set to Defect*

- *Target version set to Rendering*

Files

A-Afrit.pk3	1.3 MB	2015-06-15	theleo_ua
FX-Blood.pk3	2.13 KB	2015-06-15	theleo_ua
XARP-particles.pk3	4.17 MB	2015-06-15	theleo_ua
XARP-shared.pk3	1.07 MB	2015-06-15	theleo_ua
XARP-shinemaps.pk3	42.8 KB	2015-06-15	theleo_ua