# Doomsday Engine - Bug #221

## Acid Bug in jdoom and jheretic

2005-03-06 18:31 - doommaster666

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|---|---|---|---|
| **Status:** | Closed | **Start date:** | 2005-03-06 |
| **Priority:** | Low | **% Done:** | 100% |
| **Assignee:** | | | |
| **Category:** | | | |
| **Target version:** | 1.8.6 | | |

**Description**

Any time I play doom, doom 2, final doom, or heretic with doomsday whenever I see acid it turns bright green or blue depending on what color it is supposed to be, then the game slows way down until I turn away from the acid.

**Labels:** Graphics

## History

**#1 - 2005-03-07 01:42 - danij**

Logged In: YES
user_id=849456

Bring up the console and try setting:

rend-tex-anim-smooth to 0

What videocard/system/OS etc are you using?

**#2 - 2005-03-07 03:18 - doommaster666**

Logged In: YES
user_id=1233739

That didn't work. videocard/system/OS - ATI rage 128/windows/xp professional

**#3 - 2005-03-07 06:16 - skyjake**

Logged In: YES
user_id=717323

Make sure you used the command "rend-tex-anim-smooth 0" in the console. Alternatively, open the Control Panel and disable Smooth texture animation on the Textures page.

The ATI Rage 128 is an older card, so this may just be a driver issue. Try the other renderer as well (Direct3D or OpenGL).

**#4 - 2005-03-07 21:27 - doommaster666**

Logged In: YES
user_id=1233739

Thanks man, I got it working now