

Doomsday Engine - Bug #2231

Visual scripts for FBX HUD models not reset after entering portal

2017-04-02 13:43 - theleo_ua

Status:	Closed	Start date:	2017-04-02
Priority:	High	% Done:	100%
Assignee:	skyjake		
Category:	Defect		
Target version:	2.0.1		
Description			
1) Try hexen with veirdo 2.0 pack: http://dengine.net/talk/discussion/1887/sapphire-wand-2-0/p1			
2) Select cleric and enter NRA cheat			
3) Select serpent staff			
4) Find any portal to another map			
5) Make a shoot and enter the portal before shooting animation ends, like in this video: https://www.youtube.com/watch?v=OO0npqUndpo&list=PL5QwAqOy7WABpsDsuzSKwTk2S8QnzsLg5&index=1#t=1h39m16s (watch from 1:39:16 to 1:39:36)			
Actual result: visual scripts stunning			
Expected result: visual scripts should not stul, idle animation should reset as usual			
Reproduced in 2.0 Stable [#2281]			

Associated revisions

Revision 69c83757 - 2017-04-16 18:49 - skyjake

Fixed|Model Renderer|libdoomsday: Reset weapon animators when map changes

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Revision 966e0308 - 2017-04-17 11:28 - skyjake

Fixed|Model Renderer|libdoomsday: Reset weapon animators when map changes

IssueID #2231

History

#1 - 2017-04-02 13:45 - skyjake

- Tags set to 3DModel, Animation
- Category set to Defect
- Target version set to 2.0.1

#2 - 2017-04-02 14:01 - skyjake

- Subject changed from Visual scripts for FBX HUD models stunning when entering portal to Visual scripts for FBX HUD models stunning when entering portal
- Description updated

#3 - 2017-04-02 14:02 - skyjake

- Tags changed from 3DModel, Animation to 3DModel, Animation, Scripting

#4 - 2017-04-02 20:41 - skyjake

- Priority changed from Normal to High

#5 - 2017-04-16 18:50 - skyjake

- Subject changed from Visual scripts for FBX HUD models stunning when entering portal to Visual scripts for FBX HUD models not reset after entering portal
- Status changed from New to Resolved
- % Done changed from 0 to 100

Weapon animator state is now properly reset when the map changes.

#6 - 2017-04-17 11:30 - skyjake

- *Status changed from Resolved to Closed*