

Doomsday Engine - Bug #2257

FIREBLU texture replacements blink in Doom II

2017-07-17 04:19 - sonicdoommario

Status:	New	Start date:	2017-07-16
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Defect		
Target version:	Rendering		

Description

I believe this issue was fixed for Plutonia a while back (can't remember the version), but not for Doom II (and I assume TNT).

Some WADs replace the FIREBLU texture with their own textures, as the FIREBLU textures are animated. One example was Plutonia 2. In Map15, there are slimefalls that use the FIREBLU name. In older versions of Doomsday, these falls would blink/glow, as the FIREBLU textures normally would in Doomsday. This was eventually fixed in Plutonia I believe (although I can't find the bug number for it or the version for it).

However, this issue persists in Doom II, which I don't know is intentional or unintentional. One example is Map08 of Alien Vendetta, where there are glowing waterfalls that use the FIREBLU patch.

Would it be possible for this fix to carry over into Doom II?

History

#1 - 2017-07-18 11:01 - skyjake

- Category set to Defect

- Target version set to Rendering