

## Doomsday Engine - Bug #227

### Map triggered Particle FX nonfunctional on E2M8 in jHeretic

2005-03-31 03:47 - picklebro

<b>Status:</b> Closed	<b>Start date:</b> 2005-03-31
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.8.6	
<b>Description</b> Map triggered Particle FX don't work on map E2M8 in Heretic, whereas flat triggered and state based generators have been tested to show functionality.  When using map triggered particle effects, they don't show up at all unless you set Presim and even then they just seem to freeze in mid-air.  You can see a longer rambling discussion and the DED code in this forum thread if you wish: <a href="http://forums.newdoom.com/showthread.php?t=27124">http://forums.newdoom.com/showthread.php?t=27124</a>	
<b>Labels:</b> Data	

#### History

##### #1 - 2005-03-31 06:58 - picklebro

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user\_id=1249988

UPDATE: when I tried to use state triggered particle generators for the teleporters I was unsuccessful - they froze, even with a Presim of 70. I was able to successfully use MOBJ triggered generators for E2M8.

State-based weapon effect generators that I used seemed to function fine on E2M8 - I'm not sure what caused one to work and one not to work.