Doomsday Engine - Bug #230

Particle Generator bug with sunken floors

2005-04-04 11:06 - picklebro

Status:	Closed	**Start date:**	2005-04-04
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:	1.8.6		

Description

If a floor is sunken beneath another floor (like on level 29 in doom2 where there is a floor beneath the lava) and you have a particle generator assigned to the original flat that was in that area (in this case we had particles assigned to the lava), when the new floor is raised, the generator continues to generate the particle FX on the raised floor just like it was still the original flat even though it used a different flat for its texture.

I'm guessing that once the generator is first spawned it is never checked to see if the flats or mobjs have changed but I don't know for sure - I just know what the problem is.

Labels: Data

History

#1 - 2007-05-28 06:46 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

bump - whats happening here ?