Doomsday Engine - Bug #24

jDoom: Firing psprites have minor visual artifacts

2003-03-14 14:12 - skyjake

Status:	Closed		**Start date:**	2003-03-14
Priority:	Lowest		**% Done:**	100%
Assignee:	skyjake			
Category:				
Target version:	1.7.8			

Description

Affected weapons: super shotgun, chaingun, rocket launcher. The psprite is composed of two parts: the muzzle flash and the weapon itself. For some firing frames the parts don't quite match together or they have different light values.

Labels: Graphics

History

#1 - 2003-03-14 19:59 - skyjake

Logged In: YES
user_id=717323

The light problem is fixed. Slow-motion reveals that some weapons (super shotgun) are out-of-sync, but it's not serious.