

Doomsday Engine - Bug #263

Particles rendered at wrong height

2005-11-07 18:36 - danij

Status:	New	Start date:	2005-11-07
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Defect		
Target version:	Rendering		
Description			
<p>There is currently a bug with the rendering of particles (see the attached screenshot).</p> <p>I believe this could be caused due to the particle ending up inside the wall due to the approximated method used when calculating particle movement (to keep up speed obviously).</p> <p>What I think is happening is that when this happens on a two sided wall the particles Z position is using the backsector's height instead of the frontsector (where the impact happened).</p>			
Labels: Graphics			

History

#1 - 2005-11-07 18:37 - danij

Screenshot showing the particle bug

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/b92c8566/3db5/attachment/ParticleBug.jpg

#2 - 2013-10-22 15:38 - skyjake

- Tags set to *Particles, Renderer*
- Category set to *Defect*
- Target version deleted (*1.9.0-beta6*)

#3 - 2017-04-03 15:08 - skyjake

- Target version set to *Rendering*