

Doomsday Engine - Bug #287

Changes to BLOOD states ignored

2006-05-31 08:44 - vermil

Status: Progressed	Start date: 2006-05-31
Priority: Low	% Done: 0%
Assignee:	
Category: Defect	
Target version: Modding	
Description	
Not version specific (i've tested it in 1.8.6 and beta4).	
It seems that Dday will sometimes ignore changes made to the states used for the thing "BLOOD". For instance say you change the initial state for it to "TROO_RUN1" in objects.ded, it will sometimes ignore it and still use the original "BLOOD1"	
Related issues:	
Copied to Bug #1606: M_THERMM and HUD message font replacement	Progressed 2006-05-31

History

#1 - 2006-05-31 14:27 - danij

Logged In: YES
user_id=849456

What is it you're trying to do with the BLOOD state? (sounds a little odd)

The PWAD replacement problem with those patches is probably due to them being in jDoom.wad

#2 - 2006-05-31 22:20 - vermil

Logged In: YES
user_id=1420350

With the blood splat thing. If you try to change the states it uses to states other than it's normal ones or change the sprites used in it's normal states, said changes are occasionally ignored by Dday in game.

For instance, say you change the sprites used in states BLOOD1-3 to TROOxx, you'll still occasionally get BLUDxx in game.

It appears to happen regardless of wheter the alterations are made to the main objects.ded or loaded using another ded.

#3 - 2006-05-31 22:29 - danij

Logged In: YES
user_id=849456

Ok but what are you trying to achieve by doing this?

Replacing any of the BLOODX states with TROOXX seems like a rather odd thing to do to me.

#4 - 2006-06-02 09:01 - vermil

Logged In: YES
user_id=1420350

Well, I just used TROOxx as an example.

I'm trying to make a ded that changes the states used by the blood splat thing to one without a sprite. Basically so

the blood splats aren't shown.

mf_noblood wouldn't be useful in this case since I don't want puffs either.

However the changes in my ded are sometimes ignored by dday and hence I still see some blood splats in game.

But still, it's not a very important issue if it can't be fixed.

#5 - 2013-07-18 17:42 - skyjake

- **status:** open --> wont-fix
- **Milestone:** --> v1.8.6

#6 - 2013-07-18 17:45 - skyjake

Closing this as part of bug tracker cleanup (old / minor).

#7 - 2013-07-20 07:43 - danij

- **status:** wont-fix --> accepted
- **assigned_to:** Daniel Swanson

#8 - 2013-07-20 07:43 - danij

I'll address this. It is a small detail (BLOOD state randomization) certainly but it makes modding more awkward.

The second issue is a fundamental problem in our resource management.

#9 - 2013-10-19 16:48 - skyjake

- *Category set to Minor detail*
- *Target version changed from 1.8.6 to 1.13*

#10 - 2013-10-19 16:57 - skyjake

- *Tags set to Mod, Doom*
- *Subject changed from A couple of very minor bugs to Changes to BLOOD states ignored*
- *Description updated*
- *Category changed from Minor detail to Defect*

#11 - 2013-12-25 20:01 - skyjake

- *Target version deleted (1.13)*

#12 - 2016-07-05 23:55 - skyjake

- *Status changed from In Progress to Progressed*

#13 - 2017-04-03 15:09 - skyjake

- *Target version set to Modding*

#14 - 2019-11-29 23:04 - skyjake

- *Assignee deleted (danij)*