Doomsday Engine - Bug #355

Heretic - invincibility does not flash on wearing off

2006-09-03 02:55 - stephenhowe

Status:	Closed	**Start date:**	2006-09-03
Priority:	Normal	**% Done:**	100%
Assignee:	danij		
Category:			
Target version:	1.9.0-beta4		

Description

Longstanding Doomsday Engine bug.

If you compare Doom and Heretic, original engines, it is such that on using the Invincibility artifact, the screen colours change. 3 seconds before it wears off, the screen flashes between normal colours and invincibility colours which gives the player time to get behind cover if attacking.

Now JDOOM supports this and it works
JHERETIC does not. Yet it ws in the original Heretic (1.0, 1.1, 1.2, 1.3)

Stephen Howe

Labels: jHeretic

History

#1 - 2006-09-03 05:54 - zachkeene

Logged In: YES
user_id=1103163

Confirmed with DOS Heretic v1.3. Patch 1551330 submitted.

#2 - 2006-09-03 14:33 - danij

Logged In: YES
user_id=849456

Thanks for the patch zachkeene.

Fixed in SVN for 1.9.0-beta5.