

Doomsday Engine - Bug #41

jDoom: Missile puffs vs. Bullet puffs

2003-04-29 09:23 - skyjake

Status: Closed	Start date: 2003-04-29
Priority: Low	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.8	
Description A_Tracer() spawns puffs for missiles. The same puffs are used as bullet puffs, leading to problems when using particle generators. There should be a different puff mobj type for missile puffs. Labels: jDoom Gameplay	

History

#1 - 2003-04-29 12:47 - skyjake

Logged In: YES
user_id=717323

The ROCKETPUFF mobj type was added, and the PUFF* states were copied to ROCKETPUFF*. A_Tracer() now spawns a MT_ROCKETPUFF (and MT_SMOKE).