

Doomsday Engine - Bug #417

Sprites Glitch

2007-02-16 05:53 - hawkwind2

Status: Closed	Start date: 2007-02-16
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta5	

Description

Look for MISC 84, MISC 85 and MISC 86 (DoomED numbers 79, 80 and 81 respectively) in Objects.ded

Make a map and place these on a movable platform.

These sprites will not move with the lift or floor but hang suspended at their original floor height. This is caused by the flag ... Flag = "mf_noblockmap";

I noticed that MISC 71 (DoomED number 24) works ok on moving platforms since the flag mf_noblockmap is not attached to this sprite. Also why is the flag Flag2 = mf2_cannotpush"; attached to this sprite and not the other three ?

Labels: Definitions

History

#1 - 2007-02-16 05:56 - hawkwind2

Suspended Sprites

Attachments:

- http://sourceforge.net/p/deng/bugs/discuss/thread/e6b42dc9/0810/attachment/lift_sprite.zip

#2 - 2007-02-16 05:56 - hawkwind2

Logged In: YES
user_id=1720788
Originator: YES

File Added: lift_sprite.zip

#3 - 2008-08-24 23:08 - danij

Logged In: YES
user_id=849456
Originator: NO

Fixed in svn for 1.9.0-beta6