

Doomsday Engine - Bug #444

demo writing writes strange "vibrations"

2007-04-02 20:25 - zerro_crash

Status: Closed	Start date: 2007-04-02
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.9.0-beta5	
Description when playing recorded demo instead of normal rotations (use mouselook) we can see strange chaos... as if every ~3rd frame is drawn in "lookspring" direction. 1.9.0-beta5.1 Dx9 & OGL - both Labels: Data	

History

#1 - 2007-05-28 06:26 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

yeach - the very well known demo playback is bugged. Oh skyjake ... I'd love it if this could be fixed so I don't have an epileptic seizure trying to benchmark code changes ;)

#2 - 2011-12-15 15:43 - skyjake

Demos will be fixed at a later point in time.