Doomsday Engine - Bug #451

3D Model angle not set after "spawnmobj"

2007-06-06 14:59 - danij

Status:	Closed		**Start date:**	2007-06-06
Priority:	Normal		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:	1.9.0-beta5			

Description

After using the ccmd "spawnmobj" to spawn an object in to the game world; if it is represented by a 3D model, the angle of the 3D model does not match the angle of the mobj. This is only rectified if the mobj moves.

Labels: Graphics

History

#1 - 2008-07-06 00:53 - danij

Logged In: YES
user_id=849456
Originator: YES

Fixed in svn for 1.9.0-beta6