

Doomsday Engine - Bug #491

Tiny blood splat editing bug

2007-11-15 23:35 - vermil

Status: Closed	Start date: 2007-11-15
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description By default the blood splat's spawn state is "Blood1". But if the attack does more than a certain ammount of damage, the spawn state is changed to "Blood2" or "Blood3" (according to the src). It seems when Dday goes to spawn blood splats that have a spawn state of Blood2 or 3 it ignores what ever is in the objects.ded for those states (i.e if you've changed the graphic used for these states, it will still display the original blood splat sprite). Labels: Definitions	

History

#1 - 2008-01-04 20:24 - danij

Logged In: YES
user_id=849456
Originator: NO

This is due to the fact that the state chosen is determined by a (random) offset relative to the numeric identifier of the original Blood1 state. How to fix this without breaking DeHackED support?

#2 - 2009-06-10 09:23 - vermil

I'll also throw in that the Doom players punch and chainsaw actions are similarly affected by this behaviour, except for puffs, naturally.

#3 - 2010-04-18 07:50 - danij

Duplicate of bug #1498037 https://sourceforge.net/tracker/?func=detail&aid=1498037&group_id=74815&atid=542099