

Doomsday Engine - Bug #493

Plane move issue

2007-11-16 00:10 - vermil

Status:	Closed	Start date:	2007-11-16
Priority:	High	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta5		
Description			
lrc_plane_move commands don't seem to work if in a chain script.			
As for the basic description. Dani said it was clear enough :p			
Labels: XG			

History

#1 - 2008-10-18 01:20 - daniij

This and a lot of the other current issues with XG since the switch to DMU is due to the fact that the dummy linedef used by the chain sequence does not have any sidedefs thus most subsequent DMU calls fail leading to erroneous results.

Perhaps I'm missing something but what is the reason for chain_sequence lines using a dummy in the first place? Unless the linetype is a purely virtual one (as in it doesn't exist in the map and is used with a ticker) then there will always be a real linedef.

Currently with DMU, dummy lines do not have sidedefs nor is it possible to allocate and link to it dummy ones.

#2 - 2011-02-13 14:54 - daniij

Fixed for the upcoming 1.9.0-beta6.10