

Doomsday Engine - Bug #511

[Heretic|Hexen] Torch fix not applied (low ceiling)

2008-04-24 09:20 - vermil

Status:	New	Start date:	2008-04-24
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Minor detail		
Target version:	Rendering		
Description			
A small oversight I'd imagine.			
The fix to stop the fire torches in Doom bobbing up and down in areas where the ceiling is too short for some of its sprite frames hasn't been applied to the equivalent things in Heretic and HeXen.			
This notably effect's Heretic's fire brazier. Like Doom's fire torches, not all of its frames have the same height.			
Labels: Graphics			

History

- #1 - 2009-11-14 13:12 - danij
- [skyjake](#) is there any reason why the positioning method flagged DDMF_NOFITBOTTOM is not the default? It seems to me that this method fits that used in the original games.
- I understand that this is to prevent them being 'cut off' when intersecting floor planes but is that not preferable to having them 'jump'?
- Also related: https://sourceforge.net/tracker/?func=detail&aid=2788309&group_id=74815&atid=542099
- There must be a better solution to this problem than moving the sprites.
- #2 - 2010-03-20 18:44 - vermil
- Attachments:
- http://sourceforge.net/p/deng/bugs/_discuss/thread/b3715978/7a59/attachment/LightTest.wad
- #3 - 2012-08-27 19:13 - skyjake
- milestone: v1.9.0-beta5 --> v1.9.0-beta6
- #4 - 2013-10-22 15:51 - skyjake
- Tags set to Heretic, Hexen, Animation
 - Category set to Minor detail
 - Target version deleted (1.9.0-beta6)
- #5 - 2013-10-22 15:51 - skyjake
- Subject changed from [Heretic/Hexen] Torch fix not applied (low ceiling) to [Heretic|Hexen] Torch fix not applied (low ceiling)
- #6 - 2017-04-03 14:56 - skyjake
- Target version set to Rendering