

Doomsday Engine - Bug #512

XG scrolling animated texture issue

2008-04-24 18:50 - vermil

Status: Closed	Start date: 2008-04-24
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta5	

Description

It seems that if you use XG to scroll an animated texture it get's offset vertically a tiny amount.

If you scroll it left (180) it seems to be offset downward and if you scroll it right (0) it seems to be offset upward.

Note this only seems to occur if the texture you are scrolling is animated (non animating textures are not subject to this offset bug).

An attached screenshot shows the bug and the size of the offset (I've used "lowres" to make it clearer).

Labels: XG

History

#1 - 2008-04-24 18:50 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/65df3556/bd24/attachment/Test.jpg

#2 - 2008-06-20 09:53 - danij

Logged In: YES
user_id=849456
Originator: NO

Is this issue the same as reported in bug #1977583?

#3 - 2008-06-20 11:34 - vermil

Logged In: YES
user_id=1420350
Originator: YES

Indeed, this is the same bug as #1977583. I must have forgotten that I had already posted it. Sorry.

#4 - 2008-06-22 17:16 - danij

Logged In: YES
user_id=849456
Originator: NO

Closing as duplicate.