

Doomsday Engine - Bug #544

jDRP models facing wrong direction?

2008-10-11 20:17 - mochtroid-x

Status: Closed	Start date: 2008-10-11
Priority: High	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description	
<p>The jDRP models seem to face wrong directions - e.g. zombiemen walking backwards,imps walking sideways, enemies pointing odd directions while attacking yet bullets/projectiles still move toward me.</p> <p>Can anyone confirm this odd behavior?</p> <p>Using jdrp-packaged-20070404 (from Doomsdayhq's addons) and svn 5018 Ubuntu amd64 build from Yagisan - https://launchpad.net/~yagisan/+archive</p> <p>Labels: OpenGL Renderer</p>	

History

#1 - 2008-10-14 00:01 - jon13

I have seen this too. Linux/SDL. Last version tried (from svn) was a month or two ago.

#2 - 2008-11-04 11:43 - haarp

I can confirm this, using the AMD64 version I compiled from Yagisan's Launchpad sources.

#3 - 2008-11-04 11:51 - haarp

Projectiles are also affected by this, like the fireballs of the baron of hell. They move in the proper direction, but fail to point in it aswell.

#4 - 2008-12-22 18:15 - danij

Fixed in svn trunk as of rev #6159.