

Doomsday Engine - Bug #559

jDRP: Chaingun invisible on autoswitch while firing

2008-11-04 13:03 - haarp

Status: Closed	Start date: 2008-11-04
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta5	
Description If you're engaging a bunch of enemies, it may happen that you hold down the fire button and keep it pressed. When you run out of ammo and it autoswitches to the Chaingun, it immediately starts firing. In this case, the Chaingun is invisible until you unpress the fire button for a short moment. I suspect that the firing animation only get displayed after one idle frame is shown.	
Labels: Graphics	

History

#1 - 2008-11-04 19:41 - danij

Closing as duplicate.

#2 - 2008-11-05 00:49 - haarp

I'm sorry, duplicate of what? I searched for this bug before filing it, but didn't manage to find anything.

#3 - 2008-11-05 02:18 - danij

Its a duplicate item #746738: https://sourceforge.net/tracker2/?func=detail&aid=746738&group_id=74815&atid=542099

This particular problem has been around for quite a while, as you can see.