Doomsday Engine - Bug #560

jDRP: Weapons point too far to the left

2008-11-04 13:10 - haarp

Status:	Closed		**Start date:**	2008-11-04
Priority:	Low		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:				

Description

If crosshairs are enabled, the weapon models all point a bit left of the crosshair. This becomes apparent when holding the pistol. Only a small optical problem, but it's really not nice looking in my eyes...

Labels: Graphics

History

#1 - 2008-11-04 19:45 - danij

It is not the weapon models at fault here as they are positioned to match the original HUD sprites. The real issue here is that the crosshair is static, the weapons move but firing is always dead centre (plus a random offset depending on which weapon is used and whether fire continuously).

#2 - 2009-05-23 23:51 - danij

Fixed in svn for 1.9.0-beta6.3