

Doomsday Engine - Bug #583

Position of particles spawned using the spherical method

2009-01-01 12:29 - danij

Status: Closed	Start date: 2009-01-01
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	
Description Particle generators that use the spherical spawn method are positioned incorrectly. Probably a fixed/float mix up somewhere.	
Labels: Graphics	

History

#1 - 2009-07-08 19:52 - deus-ex

Doomsday 1.9.0-beta6.4:
Fixed: "Position of particles spawned using the spherical method"

This seems to be fixed partially only. For instance check your (DaniJ) power-up models for mega-health, invulnerability and invisibility: The particles which are supposed to float surrounding the models now describe small circles on and in the floor right below the items.

Kind regards,
deus-ex

#2 - 2009-07-24 15:55 - danij

This should now be fixed in svn for 1.9.0-beta6.5