Doomsday Engine - Bug #738

WFALL Textures inanimate in PWAD

2009-07-31 17:52 - sonicdoommario

Status:	Closed		**Start date:**	2009-07-31
Priority:	Normal		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:	1.9.0-beta6			

Description

In Doom, the textures WFALL1-4 are animated waterfalls, but these textures are not included by default.

In my own WAD I am creating, the waterfalls are inanimate for some reason (added manually as WFALL1, WFALL2, WFALL3, and WFALL4). For some reason, it works fine in other WADs I am trying out, but not the WAD I am creating.

The waterfalls in my WAD animate properly in Doomsday 1.8.6, and even Vanilla Doom, as they are expected to. But they will not animate in the 1.9.0 beta series.

I was going to attach my WAD to show you, but it is took big to upload.

Labels: Graphics

History

#1 - 2009-07-31 19:55 - danij

This isn't a bug per-say, more of an incompatibility with vanilla DOOM. It should be a simple matter of moving the WFALL sequence to the built-in list for both DOOM and DOOM II.

Until this is addressed in code you have the option of creating a Group definition manually as a work around.

#2 - 2009-08-29 00:22 - danij

Fixed for 1.9.0-beta6.6