

## Doomsday Engine - Bug #780

### BLODGR1-4 Textures Inanimate

2009-09-19 21:01 - sonicdoommario

<b>Status:</b> Closed	<b>Start date:</b> 2009-09-19
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b> In Doom II, the BLODGR1-4 textures are hardcoded to be animated by default, even though there are no textures in Doom II that use the BLODGR1-4. However, in Alien Vendetta, the BLODGR1-4 textures (which are lavafalls) are inanimate. This can be easily spotted in map30 of Alien Vendetta. At the start of Map30, just turn right and you'll see the non-animated BLODGR1-4 textures. These textures animated properly in Doomsday 1.8.6.	
<b>Labels:</b> Data	

#### History

#1 - 2010-04-06 18:11 - danij

Fixed for 1.9.0-beta6.8