Doomsday Engine - Bug #795

Offsetted Textures Misaligned

2009-10-02 06:56 - sonicdoommario

Status:	Closed	**Start date:**	2009-10-02
Priority:	Normal	**% Done:**	100%
Assignee:	danij		
Category:			
Target version:	1.9.0-beta6		

Description

Some textures that have offsets applied to them are mysteriously unaligned in Doomsday. For example, in E1M8, the switch leading up to the Baron of Hell room is misaligned. When you activate the switch to lower the lift, it immediately aligns itself and goes down. When the lift goes up and stops, it goes back to misaligning itself.

I have not found any consistencies here. The surrounding walls near the Green Armor in E1M8 are misaligned too, even though they appear fine in other source port. What causes these to be misaligned?

Labels: Graphics

History

#1 - 2009-10-02 06:56 - danij

Fixed in 1.9.0-Beta6.9

#2 - 2009-10-02 16:47 - sonicdoommario

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/a38e9a3d/6189/attachment/e1m8lift.jpg