

Doomsday Engine - Bug #934

[Heretic] Energy Orbs using wrong sprites in shareware

2010-09-20 10:52 - vermil

Status:	Closed	Start date:	2010-09-20
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta6		
Description			
<p>When playing the shareware Heretic lwad In 1.9 Beta 6.9, the sprites for Energy Orb's (large Dragon Claw ammo) are replaced by the unused (i.e no mobj actually uses them) Golem gib chunk sprites; SHRDA0-F0. The mobj itself seems unaffected; it is still an Energy Orb, just its somehow using the wrong sprites.</p> <p>What makes this even more bizarre is the fact that these unused sprites, present in all versions of the Heretic lwad (shareware and full), aren't even and never have been defined in Dday's sprite definitions.</p> <p>The full version of Hereitc: SOTR doesn't exhibit this bug: Energy Orb's are displayed correctly.</p>			
Labels: Graphics			

History

#1 - 2010-09-11 16:10 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/df8c3038/b3c2/attachment/heretic-share-000.jpg

#2 - 2010-09-20 10:57 - vermil

I've attached a screenshot.

#3 - 2010-09-20 10:57 - daniij

Fixed in for the upcoming 1.9.0-beta6.10 release.