# Doomsday Engine - Bug #992

## [Doom] No slime in barrel (submodel alpha)

2012-03-03 12:37 - vvv1

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|---|---|---|---|---|
| **Status:** | Closed | | **Start date:** | 2012-03-03 |
| **Priority:** | Normal | | **% Done:** | 100% |
| **Assignee:** | skyjake | | | |
| **Category:** | | | | |
| **Target version:** | 1.9.7 | | | |

**Description**

3D-model of barrel is displayed without slime in it. I'm not sure is it an issue of engine or the model.

How to reproduce:
1. Copy jdrp-barrel.1.01.pk3 from jdrp-packaged-20070404.zip to data/jdoom/auto/ directory.
2. Start doom.
3. Look at any barrel.

**Labels:** Definitions

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**History**

**#1 - 2012-03-03 12:38 - vvv1**

Barrel without slime in Doomsday 1.9.7 stable

**Attachments:**

- http://sourceforge.net/p/deng/bugs/_discuss/thread/970dadf1/ea84/attachment/barrel2.jpg

**#2 - 2012-03-03 12:39 - vvv1**

It could be fixed by changing Flags in D-Barrel.ded:

```
Model {
   State = "BAR1"
   Flags = autoscale
   Inter = 0
   Skin tics = 6
   Md2{
       File = "Barrel.md2"
       Flags = idskin
       Skin range = 3
       Frame = "BARREL"
       }
   Md2{
       File = "Barrel-Slime.md2"
       Skin range = 6
       Frame = "0"
-      Flags = shadow1 | fullbright
+      Flags = "shadow1 fullbright"
       }
 }
```

It looks like incompatibility of ded parsing in the last versions.

**#3 - 2012-03-04 16:06 - vermil**

Maybe not entirely on topic.

But I will agree that at least some old format flags don't appear to be being converted properly.

the old format mob flag 'mf2_cannotpush' seems to accidently be translated to 'mf_mf_cannotpush' in1.9.7 for instance.

The console then proceeds to complain about 'mf_mf_cannotpush' being an unknown flag.

**#4 - 2012-03-04 17:44 - vvv1**

Previous assumption about ded parsing is incorrect. Flag "shadow1" makes Barrel-Slime.md2 model invisible.

**#5 - 2012-03-04 19:05 - skyjake**

I fixed the issue of the missing slime, which was caused by an incorrect number type for alpha in the submodel setup.

The DED flag parsing errors should be submitted as another report. Please include a sample DED file which demonstrates the error case.

**#6 - 2012-03-04 20:38 - vvv1**

Thank you for the fix.

**#7 - 2012-03-05 07:14 - skyjake**

Opening for further investigation. The submodel alpha seems to fix the barrel in jDRP 1.01, but does not affect jdrp101+11a+fixes.pk3.

**#8 - 2012-03-05 16:02 - skyjake**

Spotted one more instance of incorrect submodel alpha; now jdrp101+11a+fixes.pk3 works correctly, too.

**#9 - 2013-07-23 21:17 - vvv1**

Barrel with slime in Doomsday 1.9.0 beta6.9

**Attachments:**

- http://sourceforge.net/p/deng/bugs/_discuss/thread/970dadf1/4a37/attachment/barrel1.jpg