

Doomsday Engine - Bug #2422

Sprite clipping as in Software mode (it already done before in Strife Veteran Edition)

2020-04-24 11:09 - WhiteMagicRaven

Status:	New	Start date:	2020-04-24
Priority:	Normal	% Done:	0%
Assignee:	Deng Team		
Category:			
Target version:			
Description			
Sprite clipping as in Software mode (it already done before in Strife Veteran Edition)			
The source code is here https://github.com/svkaiser/strife-ve https://www.youtube.com/watch?v=LAW26jWkWAE			
Strife Veteran Edition Source Code available and this game can render sprites in OpenGL mode, in the way exactly as in Software rendering mode.			
"Clip sprites in the high quality renderer in the same way the original game did in software."			