

Doomsday Engine - Feature #1256

Maximum number of visible models

2003-08-01 20:36 - skyjake

Status: Closed	Start date: 2003-08-01
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version:	
Description Make parameter that controls maximum number of visible 3D Models. Make that nearest models is always visible and fares is showed as sprites. I think it is good when e.g. I see many dead monster and neares is showed as 3D modes and they hide fares sprites and it will be look good.	

History

#1 - 2016-08-09 10:49 - skyjake

- Status changed from New to Closed