

Doomsday Engine - Feature #1327

Render extra plane in XG sector

2004-02-16 01:03 - danij

Status: New	Start date: 2004-02-16
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Modding	
Description The ability to render an extra floor/ceiling plane in any sector via XG. This new plane would need to be able to be rendered as normal with solid/not solid flag (for eg deep water) and also with a mask option (could be tricky). Not to be used for SOS stuff, more for special effects Labels: XG	
Related issues: Related to Feature #1620: XG 2.0 Progressed 2010-04-20	

History

#1 - 2013-10-21 16:44 - skyjake

- Tags set to XG, Renderer
- Category set to Enhancement
- Priority changed from Normal to High

#2 - 2017-04-03 18:48 - skyjake

- Target version set to Modding

#3 - 2019-11-26 11:32 - skyjake

- Priority changed from High to Normal