Doomsday Engine - Bug #134

Selection of Visible Map Objects

2003-09-13 16:17 - skyjake

Status:	Closed	**Start date:**	2003-09-13
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.7.12		

Description

Currently a map object is considered visible if the sector it's in is visible. However, objects in disjoint sectors (multiple, separate polygons) will all be visible when one part of the sector is visible. This may mean that some objects are rendered even though they will not be visible.

Visible objects should be selected according to visible subsectors, or visible blockmap blocks.

Labels: Graphics