

Doomsday Engine - Feature #1345

Models clipping

2004-06-08 18:20 - fanoplusplus64k

Status: Closed	Start date: 2004-06-08
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description Is it possible to improve models clipping to avoid problems. The model disappears when a wall section is between model and viewer or sometimes on the foot of the players. When moving, models appear & disappear... Here is an example : http://fano.d-nation.org/current/doom2-325.jpg In this picture, scene is rendered correctly. http://fano.d-nation.org/current/doom2-314.jpg In this picture, player has moved a little bit, the second part of the bridge is not rendered. Labels: Graphics	

History

#1 - 2004-07-29 15:07 - danij

This should have been a bug really...

Fixed in svn for 1.9.0-beta6