Doomsday Engine - Bug #135

Halos associated to mobj's outside the game world

2003-09-17 23:56 - danij

Status:	Closed	**Start date:**	2003-09-17
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.7.12		

Description

Halos associated to mobj's outside the game world are rendered when they shouldn't be.

To recreate this:

If you create a thing with zero gravity and set it up with a halo. Place this thing in your map. Now lower/raise the floor/ceiling so that it is above/below the height of the THING. You'll notice that the Halo is still rendered even though it's outside the game world.

Labels: Graphics

History

#1 - 2004-08-21 10:16 - skyjake

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Things should never be outside the world. :-)