

## Doomsday Engine - Feature #1388

### 3D floors (Z-overlapped sectors)

2005-09-19 02:04 - luciusoctavio

<b>Status:</b> New	<b>Start date:</b> 2005-09-19
<b>Priority:</b> High	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> Redesign	
<b>Target version:</b> Rendering II	
<b>Description</b> Doomsday REALLY needs 3D floors. It would make editing much much easier and making much more realistic looking architecture. I am hoping to have this by next release or so. I think Doomsday has enough "eye candy" like particles, bias lighting, etc. It needs better EDITING FEATURES.	
<b>Labels:</b> Graphics	
<b>Related issues:</b> Related to Feature #7: Next-gen renderer (codename "Gloom") <b>Progressed</b> 2003-07-10	

#### History

##### #1 - 2005-10-14 13:31 - skyjake

Logged In: YES  
user\_id=717323

Please, let the Doomsday team members (me and Dani) decide the priority level of RFEs and bug reports.

##### #2 - 2005-10-17 21:53 - skyjake

Logged In: YES  
user\_id=717323

Not going to happen in the near future. Possibly sometime in 1.9.x.

##### #3 - 2013-10-21 08:09 - skyjake

- Tags set to *Renderer, MapData*
- Subject changed from *3D Floors* to *3D floors (Z-overlapped sectors)*
- Category set to *Redesign*
- Priority changed from *Normal* to *High*

##### #4 - 2017-04-03 18:57 - skyjake

- Target version set to *Rendering II*