

Doomsday Engine - Feature #1390

Fake Cieling & Floors

2005-10-16 21:51 - luciusoctavion

Status: Closed	Start date: 2005-10-16
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description Fake ceilings and floors will add detailing to levels such as see-through decoration sector-based objects, such as metal grating, etc.	
Labels: Game Objects	

History

#1 - 2005-10-17 21:48 - danij

Closing as duplicate.