Doomsday Engine - Feature #1422

Double sided linedef will not tile more than 128 pixels high

2006-09-16 03:06 - rhino_66

Status:	Closed	**Start date:**	2006-09-16
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:			

Description

A double sided linedef will not tile more than 128
pixels in height on a middle texture.

http://img155.imageshack.us/my.php?
image=waterfallhq4.jpg

Labels: Graphics

History

#1 - 2006-09-27 00:56 - danij

Logged In: YES
user_id=849456
Originator: NO

Duplicate