

Doomsday Engine - Bug #146

Texture Bug

2003-10-17 07:00 - robinpalmer

Status: Closed	Start date: 2003-10-17
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.14	
Description Doom2 level 2 "The Underhalls", the 2 square water areas (coords x=542.175 y=724.315 and x=560.15 y=912.848) at present render a water texture over the vertical grey brick floor. This should not be seen - only the side of the bricks should be seen.	
Labels: jDoom	