

Doomsday Engine - Bug #151

Dynamic lights and thin one sided walls

2003-10-21 15:12 - chrisdragon

Status: Closed	Start date: 2003-10-21
Priority: Low	% Done: 100%
Assignee:	
Category:	
Target version: 1.7.14	
Description I took two screenshots of dynamic lights STILL leaking, but not through 2 sided walls, but single sided walls. Take a look at the screenshots: http://www.furnation.com/chrisdragon/dyn1.jpg http://www.furnation.com/chrisdragon/dyn2.jpg Make a sample map with thinnish walls seen in the screenshots along with a light source (torch, flaming barrel, lost soul, etc). Doing this will reproduce this glitch/render bug. Labels: Graphics	

History

#1 - 2003-10-21 19:20 - skyjake

Logged In: YES
user_id=717323

That is what's supposed to happen. The dynlight code doesn't clip the lights, just determines which sectors are impossible to reach via any route. In your example screenshots, the apparent leakage is due to the close proximity of a corner, around which the light is able to spread.

I don't consider this worth fixing at this time.