

Doomsday Engine - Bug #154

Masked texture lines

2003-10-31 04:16 - robinpalmer

Status: Closed	Start date: 2003-10-31
Priority: High	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description Have as an option (or default) clamping of masked textures to get rid of those ugly black lines in some custom pwads.	
Labels: Graphics	

History

#1 - 2003-11-10 11:18 - skyjake

Logged In: YES
user_id=717323

Could you give some examples of PWADs where this occurs?

#2 - 2003-11-10 13:02 - robinpalmer

Logged In: YES
user_id=888875

Here are some examples :-

1. Arctic_se (wolfendoom) map 09 - at very start look up 45 degrees.

2. Herian2 map 09 - coordinates x = -620.947 y = 491.449

#3 - 2006-06-10 02:28 - danij

Logged In: YES
user_id=849456

I've just noticed this myself with a few PWADs.

eg BatmanTC MAP01

#4 - 2007-05-17 20:28 - danij

Logged In: YES
user_id=849456
Originator: NO

Moving to bugs (although, not so in the strictest sense).

#5 - 2009-02-01 21:38 - danij

Time to bump the priority on this I think. These rendering artefacts are starting to annoy me.

#6 - 2009-11-19 13:02 - danij

Fixed for 1.9.0-beta6.8