Doomsday Engine - Bug #157

Texture Error

2003-11-25 12:20 - robinpalmer

Status:	Closed	**Start date:**	2003-11-25
Priority:	Low	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.7.7		

Description

The NUKE24 texture is not rendering correctly. It incorrectly renders a brown strip along the base of the texture where it meets the floor texture NUKE3. The green NUKE24 texture should meet green NUKE3 texture. For example the zig-zag path in doom e1m1.

Labels: Graphics

History

#1 - 2004-08-21 08:51 - skyjake

Logged In: YES
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This is an intentional 'feature'. The best solution would be to clamp the texture vertically in this case, but there are some problems with implementing that.