

Doomsday Engine - Feature #1615

Sloped planes

2013-10-20 21:28 - skyjake

Status: Progressed	Start date: 2013-10-20
Priority: Normal	% Done: 20%
Assignee: skyjake	
Category: Redesign	
Target version: 3.0	
Description Floor/ceiling (or other) planes that have a freely chosen normal vector.	
Related issues: Related to Feature #7: Next-gen renderer (codename "Gloom") Progressed 2003-07-10	

History

#1 - 2017-04-03 18:58 - skyjake

- Target version set to *Rendering II*

#2 - 2018-10-27 15:10 - skyjake

- Status changed from *New* to *Progressed*

- Assignee set to *skyjake*

- Target version changed from *Rendering II* to *3.0*

- % Done changed from *0* to *20*

Gloom supports arbitrary normal vectors for planes.