

# Doomsday Engine - Feature #1615

## Sloped planes

2013-10-20 21:28 - skyjake

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

### 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.