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.