

Doomsday Engine - Bug #163

HUD weapons not lit by glowing sectors

2004-02-18 23:12 - danij

Status: Closed	Start date: 2004-02-18
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.7.14	
Description Atm HUD weapons are not lit at all by plane glows. This tends to look slightly odd considering everything else is. Dani J Labels: Graphics	

History

#1 - 2006-10-01 15:42 - danij

Logged In: YES
user_id=849456

Fixed in SVN for Doomsday 1.9.0-beta5.

HUD models are now affected by plane glows. HUD sprites are now lit in a similar fashion to world sprites.