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
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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.