

Doomsday Engine - Bug #168

jHexen: graphics error

2004-02-28 19:58 - emptydoor

Status:	Closed	Start date:	2004-02-28
Priority:	Low	% Done:	100%
Assignee:	skyjake		
Category:			
Target version:	1.7.14		
Description			
An image says more than a thousand words.			
Labels: Graphics			

History

#1 - 2004-02-28 20:02 - emptydoor

An image showing the error

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/d1e75091/20c6/attachment/jhexen_error.JPG

#2 - 2004-02-28 20:40 - skyjake

Logged In: YES
user_id=717323

Was the GL data generated by glBSP used when this screenshot was taken? If not, running glBSP should fix the problem.

#3 - 2004-02-28 20:52 - emptydoor

Logged In: YES
user_id=986638

glBSP is enabled, and it happens under both OpenGL and Direct3D.

#4 - 2004-07-08 19:37 - stephenhowe

Logged In: YES
user_id=1071665

This is a problem with glBSP. It occurs with glBSP version 2.05 and 2.00. This has been reported to the authors of glBSP and they are aware of this. This is also reported under requestID 980409 (sorry about that).

Stephen Howe