

## Doomsday Engine - Bug #1705

### Flickering light decoration on moving platform

2014-01-03 23:52 - vermil

<b>Status:</b>	Closed	<b>Start date:</b>	2014-01-03
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Regression		
<b>Target version:</b>	1.14.1		
<b>Description</b>			
At the start of TNT Map06, is a moving platform that uses a flat that Dday's default defs attach dlights to.			
As the platform moves, they notably flicker. Also looking at them seems to cause a little slowdown.			

#### Associated revisions

##### Revision 8ff55a23 - 2014-04-21 21:09 - skyjake

Fixed|Renderer: Moving planes need decoration update on every frame

Whenever a plane's smoothed height changes, the surface needs to be marked for decoration update so light decorations on the plane will be correctly placed during the move.

IssueID #1705

##### Revision bf4a6909 - 2014-04-21 21:10 - skyjake

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Whenever a plane's smoothed height changes, the surface needs to be marked for decoration update so light decorations on the plane will be correctly placed during the move.

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#### History

##### #1 - 2014-04-21 20:11 - skyjake

- Tags set to *Renderer, Lights*
- Category set to *Regression*
- Status changed from *New* to *In Progress*
- Assignee set to *skyjake*
- Target version set to *1.14.1*

##### #2 - 2014-04-21 20:11 - skyjake

- Subject changed from *Flicking dlights on moving platforms?* to *Flickering light decoration on moving platform*

##### #3 - 2014-04-21 21:10 - skyjake

- Status changed from *In Progress* to *Closed*
- % Done changed from *0* to *100*