Doomsday Engine - Bug #1893

Automap drawing difference to original games

2014-11-04 00:17 - vermil

Status:	New		**Start date:**	2014-11-04
Priority:	Low		**% Done:**	0%
Assignee:				
Category:	Vanilla emulation			
Target version:	Vanilla / Gameplay			

Description

Doomsday will only draw lines behind a mid texture, if there is a see through element on the graphic being used as a mid texture.

All the vanilla games however, will always draw lines behind a mid texture (regardless of whether the mid texture has any see through parts).

Doomsday's approach is naturally, more realistic, but vanilla is vanilla.

History

#1 - 2014-11-04 10:46 - skyjake

- Category set to Vanilla emulation

#2 - 2014-11-04 11:05 - danij

- Priority changed from Normal to Low

#3 - 2017-04-03 14:07 - skyjake

- Tags set to Automap

- Target version set to Rendering

#4 - 2017-04-03 18:32 - skyjake

- Target version changed from Rendering to Vanilla / Gameplay