

Doomsday Engine - Bug #199

Built in glBSP doesn't support dummy sector tricks

2004-10-17 23:41 - danij

Status: Closed	Start date: 2004-10-17
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.8.2	
Description The built in version of glBSP doesn't seem to support dummy sector tricks (for common sector over sector effects) at all! This results in some wads looking very bad indeed where the renderer is being given bad info from the gl nodes and drawings that aren't supposed to be there. If bsp-build is set to 0 everything looks ok apart from the thin sectors used to contain the effect causing a "hole" to be rendered. If these could be detected and not drawn it would look much better. Labels: Graphics	

History

#1 - 2004-10-17 23:43 - danij

Logged In: YES
user_id=849456

Related to #743780

#2 - 2006-03-07 23:19 - danij

Logged In: YES
user_id=849456

With the combination of upgrading MapLoader.dll to glBSP v2.20 and the new self-referencing hack handling code (in SVN) - the issues I was specifically referring to are now fixed.

For Doomsday 1.9.0