

Doomsday Engine - Bug #2041

Clipping issue in Hexen MAP10 - Wastelands near {x:160, y:-3248}

2015-05-09 00:15 - danij

Status:	New	Start date:	2015-05-09
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Defect		
Target version:	Rendering		
Description			
Seemingly a logic error in the map renderer, occlusion ranges added for the polyobj geometry result in geometry behind the polyobj being clipped, thus no skymask geometry is drawn, resulting in HOM. In the situation where a polyobj wall segment resides in a subspace with one or more skymasked plane then no occlusion ranges should be added(?)			

History

#1 - 2017-04-03 13:48 - skyjake

- Target version set to Rendering