

## Doomsday Engine - Bug #2046

### [BSP] Space partitioning results in superfluous line segments

2015-05-12 23:04 - skyjake

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|--|-------------------------------|
| <b>Status:</b> Closed  | <b>Start date:</b> 2015-05-12 |
| <b>Priority:</b> Normal  | <b>% Done:</b> 100%           |
| <b>Assignee:</b> daniij  |                               |
| <b>Category:</b> Defect  |                               |
| <b>Target version:</b> 1.15  |                               |
| <b>Description</b><br>An overly conservative epsilon used when searching for existing line segments in the map would sometimes lead to the creation of additional line segments unnecessarily.<br><br>(from <a href="#">#1591</a> , see <a href="#">6c6241f4</a> ) |                               |
| <b>Related issues:</b><br>Copied from Bug #1591: [BSP] Fully overlapped map geometry is not always split <b>Progressed</b> 2013-10-18  |                               |

#### History

#1 - 2015-05-12 23:05 - skyjake

- Copied from Bug #1591: [BSP] Fully overlapped map geometry is not always split added