Doomsday Engine - Bug #214

Models not rendered if the sector they are in isn't vissible

2005-02-06 19:58 - danij

Status:	Closed	**Start date:**	2005-02-06
Priority:	Normal	**% Done:**	100%
Assignee:	danij		
Category:			
Target version:	1.8.6		

Description

Atm if a large model is close to the edge of a sector and that sector isn't vissible the model isn't renderered untill the sector becomes vissible.

Most of the time this isn't a problem but for very big models like the Cyberdemon or Big Tree, this becomes quite noticeable.

This obviously conflicts with the current method of selection by vissible sub sector.

Is there anything that can be done to fix this?

Labels: Graphics

History

#1 - 2007-05-28 06:43 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

bump - whats happening here ?

#2 - 2008-09-24 13:17 - danij

Fixed in svn for 1.9.0-beta6