

Doomsday Engine - Bug #214

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

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 visible the model isn't rendered until the sector becomes visible. 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 visible 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