

## Doomsday Engine - Bug #2368

### [Render hack] Masked wall textures used for see-through walls/windows (e.g., TNT map02)

2019-12-13 13:41 - skyjake

<b>Status:</b>	Closed	<b>Start date:</b>	2019-12-13
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Vanilla emulation		
<b>Target version:</b>	2.3		
<b>Description</b>			
For example, in TNT MAP02 there is a masked window grill where the player can overlook the large room beyond. The window is actually a transparent door that can be opened with a switch.			
Elsewhere, masked middle textures require special handling in conjunction with open space/sky.			
<b>Related issues:</b>			
Related to Bug #1053: [Render hack] Icarus Alien Vanguard: Force-fields (scro...		<b>Closed</b>	<b>2012-06-08</b>

#### History

##### #1 - 2019-12-13 13:41 - skyjake

- Subject changed from [Render hack] Non-opaque wall textures used for see-through walls/windows to [Render hack] Masked wall textures used for see-through walls/windows

##### #2 - 2019-12-13 14:15 - skyjake

- Related to Bug #1053: [Render hack] Icarus Alien Vanguard: Force-fields (scrolling masked middle texture) added

##### #3 - 2019-12-13 14:15 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 50 to 100

##### #4 - 2019-12-13 14:18 - skyjake

- Subject changed from [Render hack] Masked wall textures used for see-through walls/windows to [Render hack] Masked wall textures used for see-through walls/windows (e.g., TNT map02)

##### #5 - 2020-12-08 08:27 - skyjake

- Status changed from Resolved to Closed