

## Doomsday Engine - Bug #2442

### Plane texture misalignment with non-64x64 size

2021-01-13 22:06 - skyjake

<b>Status:</b>	Resolved	<b>Start date:</b>	2021-01-13
<b>Priority:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Defect		
<b>Target version:</b>	2.3.1		
<b>Description</b>			
Plane textures are by default aligned to a 64x64 grid. However, if the plane material has a different size, coordinate alignment should use that size instead.			

#### Associated revisions

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##### Revision 61f94b5e - 2021-01-13 22:06 - skyjake

Fixed|Renderer: Align plane textures with non-64x64 size

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##### Revision aa36c919 - 2021-01-13 22:14 - skyjake

Fixed|Renderer: Align plane textures with non-64x64 size

Adapted for 2.3, where the client-side subspace class is not separated yet.

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