

Doomsday Engine - Bug #380

Glowing textures don't work on mid textures

2006-10-22 17:12 - vermil

Status: Closed	Start date: 2006-10-22
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta4	
Description Glowing textures don't work on mid textures with transparent parts. Though it works if you place said texture on a solid wall. Labels: Graphics	

History

#1 - 2006-10-23 20:54 - danij

Logged In: YES
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Fixed in SVN for 1.9.0-beta5.