

Doomsday Engine - Bug #539

Missing plane glow after material change

2008-10-10 22:12 - danij

Status: Closed	Start date: 2008-10-10
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description If a surface changes from a non-glowing to a glowing material, the surface is updated and will glow as expected. However, no glow will be cast on neighbouring surfaces.	
Labels: Graphics	

History

#1 - 2009-01-05 00:32 - danij

Fixed in svn as of rev #6220.