

## Doomsday Engine - Bug #551

### TNT.wad MAP 07

2008-10-24 04:29 - mugrath

<b>Status:</b> Closed	<b>Start date:</b> 2008-10-24
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta5	
<b>Description</b> Missing textures on lower linedefs in a few levels, especially MAP 07 in the first room. Usually around lifts / floor height changes. In MAP ??(Wormhole) all textures are fine, until I trigger a lift and a nearby texture will disappear (like clipping) till lift returns to original height.  Checked my wad files and there are textures assigned.  <b>Labels:</b> Graphics	

### History

#1 - 2008-10-25 00:11 - danij

Closing as duplicate. This problem has since been fixed for 1.9.0-beta6