

## Doomsday Engine - Bug #573

### Thing Dynamic lights: Y Offset +/- wrong way around

2008-12-01 21:14 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2008-12-01
<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>	
Thing Dynamic lights: Y Offset +/- wrong way around As the summary suggests.	
It seems that the +/- values for the Y Offset are reversed in game. For instance "-128" will offset 128 upward and "128" will offset 128 downward.	
<b>Labels:</b> Definitions	