

## Doomsday Engine - Bug #605

### Fog vs Fakeradio plane shadow primitives

2009-02-09 21:44 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2009-02-09
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> Currently I am experiencing rendering glitches with Fakeradio plane shadow primitives flickering around if I enable fog.	
<b>Labels:</b> OpenGL Renderer	

#### History

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**#1 - 2009-02-20 15:16 - skyjake**

I'm not seeing any Fakeradio flickering with fog. Does it happen everywhere or can you specify some example of a place?

**#2 - 2009-02-20 15:46 - danij**

I think it has something to do with the dynamic lights. Load up DOOM E1M1. Enable fog. Fire the DOOM plasma rifle against a wall and you should notice the edge shadows "flickering".

**#3 - 2009-02-20 15:58 - skyjake**

OK, I see it now. Looks somewhat random? Maybe something with the texture coordinates?

**#4 - 2009-02-21 11:44 - danij**

The edge shadows don't use texture coordinates, they are drawn untextured using the vertex colours for shadowing.

**#5 - 2009-02-21 12:12 - danij**

Fixed as of svn rev #6391.