

## Doomsday Engine - Bug #631

### Lift texture does not scroll down / up

2009-02-27 23:37 - xxmiltexx

<b>Status:</b>	Closed	<b>Start date:</b>	2009-02-27
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	daniij		
<b>Category:</b>			
<b>Target version:</b>	1.9.0-beta6		
<b>Description</b>			
<p>If a lift is coming down, with a texture which is aligned to the upper, it should "scroll" down (same if it goes up) But as long as the floor of the lift is higher than the ceiling of the sector before, the texture won't scroll if the lift moves. But it moves then if the floor of the lift is then lower then the ceiling (when you can the the "room" of the lift)</p>			
<b>Labels:</b> OpenGL Renderer			

### History

#1 - 2009-07-02 20:32 - daniij

Fixed in svn for 1.9.0-beta6.4