

Doomsday Engine - Bug #648

jHeretic: P_MoveThingsOutOfWalls VS axis-parallel walls

2009-03-26 02:39 - danij

Status: Closed	Start date: 2009-03-26
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.8.6	
Description The current algorithm (P_MoveThingsOutOfWalls) used by jHeretic which attempts to move the wall-hanging torches out from the wall they hang on does not work particularly well, especially when dealing with axis-parallel walls (no offset is applied due to the offset distance being multiplied by the line slope deltas).	
Labels: jHeretic	

History

#1 - 2009-03-26 21:06 - danij

Fixed in svn rev #6465.