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.