

Doomsday Engine - Bug #650

Dynamic lights bleeding through solid walls

2009-03-27 15:26 - vermil

Status: Closed	Start date: 2009-03-27
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.8.6	
Description Something that I believe has always occurred with Dday. The attached screenshot and example map show the issue. Labels: Graphics	

History

#1 - 2009-03-27 15:26 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/0188abd0/76e4/attachment/Test.wad

#2 - 2009-03-27 15:29 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/0188abd0/52c2/attachment/doom2-011.jpg

#3 - 2009-03-27 23:16 - danij

Fixed in svn for 1.9.0-beta6.1