Doomsday Engine - Bug #759

Dynamic lights on unpegged walls

2009-09-04 14:52 - vermil

Status:	Closed	**Start date:**	2009-09-04
Priority:	Normal	**% Done:**	100%
Assignee:	danij		
Category:			
Target version:	1.9.0-beta6		

Description

In beta6.6, if a texture used on the side(s) of a lowering/raising platform features dynamic light(s), whether the line has been set to unpegged is ignored when the platform is lowering/raising (i.e the dynamic light scrolls up/down even though the texture isn't).

This is a bug that has arisen since 1.8.6 as this bug doesn't occur in that version.

I have attached an example wad showing the issue. Doom2 Map01.

Labels: Graphics

History

#1 - 2009-09-04 03:46 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/659e4eca/2c0d/attachment/Test.wad

#2 - 2009-09-04 14:52 - danij

Fixed for 1.9.0-beta6.9