

Doomsday Engine - Bug #77

jHexen: "transparent" doors in demo

2003-06-23 09:01 - e6y

Status: Closed	Start date: 2003-06-23
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.10	
Description see demos in attach	
Labels: jHexen Multiplayer	

History

#1 - 2003-06-23 09:12 - e6y

jHexen demo

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/4b2c1e7a/f019/attachment/doors2.zip

#2 - 2003-06-23 09:14 - e6y

second demo

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/4b2c1e7a/2892/attachment/doors1.cab

#3 - 2003-06-30 17:06 - skyjake

Logged In: YES
user_id=717323

This should be fixed in 1.7.11 (server didn't send enough info to client). There is no way to fix the old broken demos, though.

#4 - 2003-06-30 17:07 - skyjake

Logged In: YES
user_id=717323

This should be fixed in 1.7.11 (server didn't send enough info to client). There is no way to fix the old broken demos, though.