

Doomsday Engine - Bug #840

(Beta 6.8) Texture Y offset inconsistent

2009-12-22 22:04 - tolwyn

Status: Closed	Start date: 2009-12-22
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description Tried with L Unpegged and L Pegged. In Doombuilder and PRBoom it is correct, with Doomsday, it is incorrectly displayed in Doomsday. I can't use 6.9 yet due to the open "Segmentation Violation" issue. Labels: OpenGL Renderer	

History

#1 - 2009-12-22 22:04 - tolwyn

Doomsday Renderer

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/2390dee4/576d/attachment/doomsday.jpg

#2 - 2009-12-22 22:05 - tolwyn

PRBOOM + Renderer

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/2390dee4/1f36/attachment/prboom%2B.jpg

#3 - 2009-12-22 22:05 - danij

This is the same as the following issue: http://sourceforge.net/tracker/?func=detail&aid=2871708&group_id=74815&atid=542099

These issues have already been addressed in the map-cache branch in our code repo and will be a part of the beta7 release.

#4 - 2009-12-29 19:13 - tolwyn

Doombuilder Renderer

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/2390dee4/9c5e/attachment/doombuilder.jpg

#5 - 2009-12-29 19:24 - danij

What is the segmentation violation issue you mentioned?