

Doomsday Engine - Bug #872

Auto map drawing lines the player can't see at map start up

2010-03-11 21:14 - vermil

Status: Closed	Start date: 2010-03-11
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.8.6	
Description A long standing bug (i.e it's in 1.8.6 as well as 1.9 beta 6.8). It seems that Dday draws a couple of lines on the auto map at the start of a map that the player can't see. Attached is a screenshot showing the auto map at the start of Doom2 Map01; the player can't see the two north east lines near the health vials from the start location, yet they are on the auto map. Labels: Graphics	

History

#1 - 2010-03-04 12:03 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/190b6945/2e75/attachment/doom2-000.jpg

#2 - 2010-03-11 21:16 - danij

This indicates that engine is drawing surfaces that are not visible unnecessarily.

#3 - 2010-03-11 21:42 - danij

Fixed for 1.9.0-beta6.9