

## Doomsday Engine - Bug #876

### No comprehension of poly objects with see through parts

2010-03-18 19:23 - vermil

|  |                               |
|--|-------------------------------|
| <b>Status:</b> Closed  | <b>Start date:</b> 2010-03-18 |
| <b>Priority:</b> Normal  | <b>% Done:</b> 100%           |
| <b>Assignee:</b> danij   |                               |
| <b>Category:</b>   |                               |
| <b>Target version:</b>   |                               |
| <b>Description</b>   |                               |
| Dday assumes polyobjs are never see through and hence doesn't render anything behind them.   |                               |
| As shown by this vanilla HeXen pwad, HeXen can support poly objs with transparent part's (one example is sector 133); Dday doesn't render anything behind the polyobj even though the player can see through it. |                               |
| <a href="http://www.doomworld.com/idgames/index.php?id=6291">http://www.doomworld.com/idgames/index.php?id=6291</a>  |                               |

### History

#1 - 2011-02-13 09:12 - danij

Fixed for 1.9.0-beta6.9