

Doomsday Engine - Bug #88

Halo clipping vs. polyobjs

2003-06-27 19:32 - skyjake

Status: Closed	Start date: 2003-06-27
Priority: Urgent	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.10	
Description At the moment, halos are not clipped at all by polyobjs. Torches 'shine' through doors in Hexen. Labels: Graphics	