

Doomsday Engine - Bug #883

[Hexen] Map 2: HOM in floor near x:-425 y:2943 (clip cull)

2010-04-03 00:44 - danij

Status:	New	Start date:	2010-04-03
Priority:	High	% Done:	0%
Assignee:			
Category:	Defect		
Target version:	Rendering		
Description			
Geometry is constructed fine for this area however HOM is visible due to the subsector being considered as occluded by the linedef(s) of the polyobj in a neighbouring subsector.			
Labels: OpenGL Renderer			

History

#1 - 2010-04-05 18:19 - danij

Fix by spreading polyobj links to all contacted BSP leafs, similarly to dynamic lights.

#2 - 2013-10-22 14:45 - skyjake

- Tags set to *Renderer, Geometry*
- Category set to *Defect*
- Target version deleted (*1.9.0-beta6*)

#3 - 2017-04-03 14:59 - skyjake

- Target version set to *Rendering*

#4 - 2019-11-29 23:06 - skyjake

- Assignee deleted (*danij*)