Doomsday Engine - Bug #955

Dynamic lights and animated textures

2011-03-04 15:44 - vermil

Status:	Closed		**Start date:**	2011-03-04
Priority:	Normal		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:	1.9.0-beta6			

Description

If one has an animated texture with dynamic lights on more one frame, the lights don't move from wherever they are on the first frame of the animation.

Labels: Graphics

History

#1 - 2012-06-28 23:23 - danij

Fixed in branch ringzero+master