

## Doomsday Engine - Bug #976

### Fakeradio: One sided mid textures

2011-12-05 11:21 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2011-12-05
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b> I'm not sure whether this could be considered a bug, oversight or impossible to deal with limitation/issue, but if you have a mid texture on only one side of a linedef, the fake radio for it is still rendered from the other side there is no mid texture on. This means the player looking at the line from the side there is no mid texture on will see a line of fakeradio on the planes, 'seemingly' attached to nothing.  <b>Labels:</b> Graphics	

### History

#### #1 - 2011-12-05 14:07 - vermil

Indeed, there is no 'correct' way to handle it, but I wasn't sure what currently happens was a bug, oversight, limitation of fake radio or a design choice?

Personally, I think the shadow should disappear in this case, but if its Deng Teams design choice, so be it.

#### #2 - 2011-12-05 15:55 - danij

It was a design choice. When I implemented this I reasoned that the shadow would be cast regardless of whether the viewer can see the object that casts it. In this case, the shadow is cast because of light interactions on the other side, irrespective of the fact the viewer is behind the linedef.

#### #3 - 2012-03-02 13:22 - danij

Are you saying you think the shadow should disappear when you are viewing it from behind the one-sided surface that casts it? This is an impossible construct (in a real world sense), there is no "correct" way to handle it imo.