

Doomsday Engine - Bug #1023

[GL] Flat 3D models

2012-04-11 17:50 - vvv1

Status: Closed	Start date: 2012-04-11
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.8 Unstable	
Description 3D models looks like flat projection in horizontal plane since the Qt merge. Please see the attached screenshot.	
Labels: System	

History

#1 - 2012-04-11 17:50 - skyjake

I cannot reproduce this on Mac, Windows or Ubuntu. Could you elaborate on your build config, runtime options, and OS? (Did you do a full rebuild with no conflicts to previously build binaries?)

#2 - 2012-04-13 06:28 - vvv1

Related to the report:

https://sourceforge.net/tracker/?func=detail&aid=3516946&group_id=74815&atid=542099

#3 - 2012-04-13 10:45 - vvv1

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/4253ef43/e652/attachment/doom2-005.jpg