

## Doomsday Engine - Feature #1327

### Render extra plane in XG sector

2004-02-16 01:03 - danij

<b>Status:</b> New	<b>Start date:</b> 2004-02-16
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> Enhancement	
<b>Target version:</b> Modding	
<b>Description</b> The ability to render an extra floor/ceiling plane in any sector via XG.  This new plane would need to be able to be rendered as normal with solid/not solid flag (for eg deep water) and also with a mask option (could be tricky).  Not to be used for SOS stuff, more for special effects  <b>Labels:</b> XG	
<b>Related issues:</b> Related to Feature #1620: XG 2.0 <span style="float: right;"><b>Progressed</b> 2010-04-20</span>	

#### History

##### #1 - 2013-10-21 16:44 - skyjake

- Tags set to XG, Renderer
- Category set to Enhancement
- Priority changed from Normal to High

##### #2 - 2017-04-03 18:48 - skyjake

- Target version set to Modding

##### #3 - 2019-11-26 11:32 - skyjake

- Priority changed from High to Normal