

## Doomsday Engine - Bug #133

### Sudden Fullbright Sectors

2003-09-13 09:13 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-09-13
<b>Priority:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.7.12	
<b>Description</b> Quote cactus:  Lightening sector problem and when player or ennemy fire the light of the sector change (like if light was 250!) some screenshots here:  <a href="http://tetsujin.free.fr/doom">http://tetsujin.free.fr/doom</a>  My config is Direct3D.  <b>Labels:</b> Direct3D Renderer	

#### History

#1 - 2003-09-21 22:52 - skyjake

Logged In: YES  
user\_id=717323

I can't reproduce this bug. It must be somehow specific to the graphics hardware or the video card drivers.