

Doomsday Engine - Bug #1783

Ambient occlusion crosses sectors with different heights

2014-04-25 15:39 - XCOPY

Status:	New	Start date:	2014-04-25
Priority:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:	Rendering		
Description			
Wad file attached showing the bug (first seen in doom 2 in name only project). Can't find a way to describe it accurately though...			

History

#1 - 2014-04-25 17:11 - skyjake

- Target version deleted (1.14)

#2 - 2017-04-03 14:23 - skyjake

- Tags set to Renderer

- Target version set to Rendering

Files

doom2-001.png	672 KB	2014-04-25	XCOPY
occlusion.wad	4.12 KB	2014-04-25	XCOPY