

## Doomsday Engine - Bug #2422

### Sprite clipping as in Software mode (it already done before in Strife Veteran Edition)

2020-04-24 11:09 - WhiteMagicRaven

<b>Status:</b>	New	<b>Start date:</b>	2020-04-24
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>	Deng Team		
<b>Category:</b>			
<b>Target version:</b>			
<b>Description</b>			
<b>Sprite clipping as in Software mode (it already done before in Strife Veteran Edition)</b>			
The source code is here <a href="https://github.com/svkaiser/strife-ve">https://github.com/svkaiser/strife-ve</a>  <a href="https://www.youtube.com/watch?v=LAW26jWkWAE">https://www.youtube.com/watch?v=LAW26jWkWAE</a>			
Strife Veteran Edition Source Code available and this game can render sprites in OpenGL mode, in the way exactly as in Software rendering mode.			
"Clip sprites in the high quality renderer in the same way the original game did in software."			