

Doomsday Engine - Bug #53

Glowing textures+flats not effected by fog

2003-05-28 00:58 - skyjake

Status: Closed	Start date: 2003-05-28
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.9	
Description The summary says it all really. Not really a bug, but glowing textures and flats aren't effected by fog. This is especially noticeable in large open areas with glowing flats, eg The Chasm, The Citadel. Not a major problem though. Labels: Graphics	

History

#1 - 2003-08-07 23:12 - skyjake

Logged In: YES
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This should be fixed in 1.7.12. I don't really see the problem, though (any more...).