

## Doomsday Engine - Bug #759

### Dynamic lights on unpegged walls

2009-09-04 14:52 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2009-09-04
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	

**Description**

In beta6.6, if a texture used on the side(s) of a lowering/raising platform features dynamic light(s), whether the line has been set to unpegged is ignored when the platform is lowering/raising (i.e the dynamic light scrolls up/down even though the texture isn't).

This is a bug that has arisen since 1.8.6 as this bug doesn't occur in that version.

I have attached an example wad showing the issue. Doom2 Map01.

**Labels:** Graphics

#### History

#1 - 2009-09-04 03:46 - vermil

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/659e4eca/2c0d/attachment/Test.wad](http://sourceforge.net/p/deng/bugs/_discuss/thread/659e4eca/2c0d/attachment/Test.wad)

#2 - 2009-09-04 14:52 - danij

Fixed for 1.9.0-beta6.9