

## Doomsday Engine - Bug #857

### Transparent texture clamp on upper/lower wall sections

2010-01-18 16:02 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2010-01-18
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b> Clamping of transparent textures when used on upper/lower wall sections.  See the attached wad for an example where a texture with see through parts isn't rendered correctly by Dday (drop off the stairs and then turn around).  <b>Labels:</b> Graphics	

#### History

#1 - 2010-01-18 16:02 - danij

Fixed for 1.9.0-Beta6.10

#2 - 2012-03-02 12:54 - vermil

**Attachments:**

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/3645c7eb/d593/attachment/HTEST.wad](http://sourceforge.net/p/deng/bugs/_discuss/thread/3645c7eb/d593/attachment/HTEST.wad)