

## Doomsday Engine - Bug #948

### Dynamic Lights: Use the non-transferred plane height

2011-02-07 16:01 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2011-02-07
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.12	
<b>Description</b> The dynamic light spreading algorithm is using the non-transferred plane heights when doing the transfer check  This leads to issues with invisible walls/force field rendering hacks, like the attached screenshot shows.  <b>Labels:</b> Graphics	

#### History

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#1 - 2011-02-05 11:56 - vermil

**Attachments:**

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/c6dcc1cb/3a20/attachment/doom2-007.jpg](http://sourceforge.net/p/deng/bugs/_discuss/thread/c6dcc1cb/3a20/attachment/doom2-007.jpg)

#2 - 2011-02-07 16:02 - danij

Fixed for the upcoming 1.12 release.

#3 - 2013-09-21 18:16 - danij

- **status:** open --> fixed
- **assigned\_to:** Daniel Swanson
- **Milestone:** v1.8.6 --> v1.12