

Doomsday Engine - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
2447	Bug	Resolved	Normal	[Hexen] Sky texture is not tall enough	skyjake	2021-02-01 09:27	100
2446	Bug	Resolved	High	[Heretic] Sky texture is stretched and only partially visible	skyjake	2021-01-31 19:12	100
2342	Bug	Closed	High	Skybox rendering broken: only box is visible	skyjake	2019-11-30 07:58	100
2118	Bug	New	Normal	[HeXen] Possible mishandling of sector effect 200 (sky textures)		2017-04-03 18:34	0
1922	Bug	Closed	High	Sky model z-buffering not enabled	skyjake	2015-01-07 12:58	100
1742	Bug	Closed	Normal	[Hexen] Lightning flash disables sector sky light coloring	daniij	2014-08-30 07:44	100
1468	Feature	Closed	Normal	Sky layers seperate vertical offset	daniij	2019-11-29 21:26	0