

## Doomsday Engine - Bug #1023

### [GL] Flat 3D models

2012-04-11 17:50 - vvv1

<b>Status:</b> Closed	<b>Start date:</b> 2012-04-11
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.8 Unstable	
<b>Description</b> 3D models looks like flat projection in horizontal plane since the Qt merge. Please see the attached screenshot.	
<b>Labels:</b> System	

### History

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#### #1 - 2012-04-11 17:50 - skyjake

I cannot reproduce this on Mac, Windows or Ubuntu. Could you elaborate on your build config, runtime options, and OS? (Did you do a full rebuild with no conflicts to previously build binaries?)

#### #2 - 2012-04-13 06:28 - vvv1

Related to the report:

[https://sourceforge.net/tracker/?func=detail&aid=3516946&group\\_id=74815&atid=542099](https://sourceforge.net/tracker/?func=detail&aid=3516946&group_id=74815&atid=542099)

#### #3 - 2012-04-13 10:45 - vvv1

#### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/4253ef43/e652/attachment/doom2-005.jpg](http://sourceforge.net/p/deng/bugs/_discuss/thread/4253ef43/e652/attachment/doom2-005.jpg)