

Doomsday Engine - Bug #1736

[HeXen] sky back layer not rendering

2014-03-17 13:39 - vermil

Status: Closed	Start date: 2014-03-17
Priority: High	% Done: 100%
Assignee: danij	
Category: Regression	
Target version: 1.14	
Description	
Just posting to say that this commit didn't fix the sky in HeXen. The back layer doesn't render in two layer skies. http://tracker.skyjake.fi/projects/deng/repository/revisions/35eabec6ec91e11705716904bce8092261708552	

Associated revisions

Revision 5a55f5d2 - 2014-04-04 14:10 - danij

Fixed|Renderer|Client: Drawing of sky domes with multiple layers

IssueID #1736

History

#1 - 2014-03-17 13:41 - vermil

To make a slight correction; it's two layer skies in general, not just those of HeXen.

#2 - 2014-03-23 23:19 - skyjake

- Category set to Regression
- Priority changed from Normal to High
- Target version set to 1.14

#3 - 2014-04-04 03:42 - danij

- Assignee set to danij

#4 - 2014-04-04 04:31 - danij

- Status changed from New to In Progress
- % Done changed from 0 to 90

#5 - 2014-04-04 14:59 - danij

- Status changed from In Progress to Resolved
- % Done changed from 90 to 100

#6 - 2014-04-04 15:17 - danij

- Status changed from Resolved to Closed