

## Doomsday Engine - Bug #1742

### [Hexen] Lightning flash disables sector sky light coloring

2014-03-31 12:43 - danij

<b>Status:</b>	Closed	<b>Start date:</b>	2014-03-31
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	danij		
<b>Category:</b>	Regression		
<b>Target version:</b>	1.14.5		
<b>Description</b>			
Following a lightning flash animation in Hexen the sky light color (as applied to sector lighting) is not reset back to the original color.			

#### History

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##### #1 - 2014-03-31 12:47 - vermil

If I may add, the sector light colour does briefly re-appear during follow up lightning flashes.

##### #2 - 2014-08-30 07:44 - danij

- Status changed from New to Closed

- Target version set to 1.14.5

##### #3 - 2014-08-30 07:44 - danij

- Assignee set to danij

- % Done changed from 0 to 100