

Doomsday Engine - Bug #2306

Sky masking polygons should not be visible

2018-12-14 08:59 - skyjake

Status: Closed	Start date: 2018-12-14
Priority: High	% Done: 100%
Assignee: skyjake	
Category: Regression	
Target version: 2.1.1	

Description

As seen in this screenshot, there are sky masking polygons visible in Hexen MAP02.

There is a number of potential reasons why this is happening:

- Regression due to DGL refactoring
- Color writes should be disabled when drawing sky mask
- Some other incorrect DGL state

Associated revisions

Revision 7fabe30b - 2019-02-10 17:25 - skyjake

Fixed|Renderer: Black segments visible in the sky

Don't clip with polyobj walls in a sky-ceiling sector.

Calls for a closer investigation as to why the sky gets occluded if this check is disabled.

IssueID #2306

Revision 90388256 - 2019-02-10 17:27 - skyjake

Fixed|Renderer: Black segments visible in the sky

Don't clip with polyobj walls in a sky-ceiling sector.

Calls for a closer investigation as to why the sky gets occluded if this check is disabled.

IssueID #2306

History

#1 - 2019-01-27 19:14 - skyjake

Also seems to affect the swamp waves in Hexen map 8. The sides of each wave are black although they should fall back to using the floor plane texture.

#2 - 2019-02-10 17:26 - skyjake

- Status changed from New to Resolved

- % Done changed from 0 to 100

The issue with the waves in map 8 appears unrelated...

#3 - 2019-02-17 12:42 - skyjake

- Status changed from Resolved to Closed

Files

Screen Shot 2018-12-14 at 8.56.15.jpg

460 KB

2018-12-14

skyjake