

## Doomsday Engine - Bug #2342

### Skybox rendering broken: only box is visible

2019-08-13 20:49 - 3DMaster

<b>Status:</b>	Closed	<b>Start date:</b>	2019-08-13
<b>Priority:</b>	High	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Regression		
<b>Target version:</b>	2.1.2		
<b>Description</b>			
<p>When one loads a hires skybox and plays the game, for a quite a few builds now, looking at the skybox makes everything disappear but the skybox; getting a full screen skybox picture with nothing else visible, no level geometry, no hud, nothing. Managing to turn yourself away from the open sky brings the hud and the level back, and turning back toward skybox makes everything but the skybox disappear again.</p> <p>Having no hi-res skybox texture loaded as a mod, and the game runs normally without this problem.</p> <p>This is happens in both Doom and Doom 2.</p>			

#### Associated revisions

##### Revision 7fa136f7 - 2019-10-27 17:22 - skyjake

Fixed|Renderer: Skybox malfunction

IssueID #2342

##### Revision b9f35132 - 2019-10-27 17:27 - skyjake

Fixed|Renderer: Skybox malfunction

IssueID #2342

#### History

##### #1 - 2019-10-14 10:18 - skyjake

- Category changed from Defect to Regression
- Assignee set to skyjake
- Target version set to 2.1.2

##### #2 - 2019-10-27 17:21 - skyjake

- Status changed from New to Resolved
- % Done changed from 0 to 100

Another case of missing DGL flush, so the graphics get drawn out-of-order.

##### #3 - 2019-10-27 17:29 - skyjake

- Subject changed from Skybox visible only to Skybox rendering broken: only box is visible

##### #4 - 2019-11-30 07:58 - skyjake

- Status changed from Resolved to Closed