

## Doomsday Engine - Bug #2398

### Incorrect texture mapping

2020-01-07 15:57 - svl1

<b>Status:</b>	New	<b>Start date:</b>	2020-01-07
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>	Deng Team		
<b>Category:</b>			
<b>Target version:</b>			
<b>Description</b>			
If the wall has a middle and upper texture, and the upper texture has transparency and the ceiling is a sky texture, then a black bar appears above the upper texture. It appears in version 2.3 (3287.3292), in version 2.2 (3272) everything is fine			

#### Files

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__TEST.zip	3.76 KB	2020-01-07	svl1
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