

## Doomsday Engine - Bug #2446

### [Heretic] Sky texture is stretched and only partially visible

2021-01-31 15:00 - skyjake

<b>Status:</b>	Resolved	<b>Start date:</b>	2021-01-31
<b>Priority:</b>	High	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Regression		
<b>Target version:</b>	2.3.1		
<b>Description</b>			
It appears there is a regression in the sky renderer (or sky definitions) of Heretic that cause the sky texture to be only partially visible.  The sky appears normal in Doom, but Heretic's sky textures are taller.			
<b>Related issues:</b>			
Related to Bug #2447: [Hexen] Sky texture is not tall enough		<b>Resolved</b>	<b>2021-02-01</b>

#### Associated revisions

##### Revision cc7a8622 - 2021-01-31 19:11 - skyjake

Fixed|Heretic: Sky textures are incorrectly sized

The SKY\* patches in Heretic are 200 pixels tall even though the texture is declared as 128 pixels tall. The extra height is supposed to make the sky extend upward to facilitate looking up. However, for some reason only Composite::dimensions() is updated to account for this extended height, and not Composite::logicalDimensions(). If both are updated, skyfix walls appear as black in DOOM (for an unknown reason). Therefore, apply a hacky workaround that uses the true composite dimensions for sky textures only.

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##### Revision b9de8545 - 2021-01-31 19:16 - skyjake

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- Conflicts:
- doomsday/apps/libdoomsday/src/resource/textures.cpp

#### History

##### #1 - 2021-01-31 19:12 - skyjake

- Status changed from In Progress to Resolved
- % Done changed from 0 to 100

##### #2 - 2021-02-01 09:27 - skyjake

- Related to Bug #2447: [Hexen] Sky texture is not tall enough added

#### Files

Normal.jpg	504 KB	2021-01-31	skyjake
Doomsday.jpg	508 KB	2021-01-31	skyjake