

Doomsday Engine - Bug #2447

[Hexen] Sky texture is not tall enough

2021-02-01 09:27 - skyjake

Status: Resolved	Start date: 2021-02-01
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category: Regression	
Target version: 2.3.1	
Description In Hexen, no Sky definitions are currently being used because MAPINFO is translated into Map Info definitions on the fly, and those contain information about the sky layers. However, the "Sky height" parameter does not appropriately reflect that Hexen sky textures are 200 pixels like in Heretic, unlike DOOM which has 128-pixel-high skies.	
Related issues: Related to Bug #2446: [Heretic] Sky texture is stretched and only partially v... Resolved 2021-01-31	

Associated revisions

Revision c066308c - 2021-02-01 09:30 - skyjake

Fixed|Hexen: Sky height in translated Map Info definitions

IssueID #2447

History

#1 - 2021-02-01 09:27 - skyjake

- Related to Bug #2446: [Heretic] Sky texture is stretched and only partially visible added