

## Doomsday Engine - Bug #2471

### Custom fog values are reset to default values when the "reset" command is used

2023-12-10 06:44 - RemiliaScarlet

<b>Status:</b> New	<b>Start date:</b> 2023-12-09
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b> Deng Team	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b>	
If you open a map that uses custom Fog color/start/end values, then type reset in the console, the map's fog settings are lost and the default values are used instead.	
Short example: <a href="https://www.youtube.com/watch?v=z9e0-22MZJM">https://www.youtube.com/watch?v=z9e0-22MZJM</a>	
I tested this with Doomsday v2.3.1	