

Doomsday Engine - Bug #51

Sky rendering glitch

2003-05-26 16:48 - chrisdragon

Status: Closed	Start date: 2003-05-26
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.7	
Description	
Go to the URL below to see the screenshots	
http://forums.newdoom.com/UBB/Forum5/HTML/000801.html	
Labels: OpenGL Renderer	

History

#1 - 2003-07-02 17:31 - skyjake

Logged In: YES
user_id=717323

Might be a bug with skyfix calculations/rendering.

#2 - 2003-08-07 23:11 - skyjake

Logged In: YES
user_id=717323

I believe this will be fixed in 1.7.12. There were some holes in the skymask.