

Doomsday Engine - Bug #67

Missing upper texture

2003-06-12 12:36 - skyjake

Status: Closed	Start date: 2003-06-12
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.10	
Description For example in Heretic's E1M5: outside, near the door to the exit chamber.	
Labels: Graphics	

History

#1 - 2003-06-14 17:14 - skyjake

Logged In: YES
user_id=717323

Ceilingpic was used to replace the missing upper texture, but if ceilingpic was skyflat, the upper texture was just blank. Now the backsector's ceilingpic is used instead.