

## Doomsday Engine - Bug #885

### GL state - wireframe vs sky vs fakeradio shadow edges

2010-04-05 14:29 - danij

<b>Status:</b>	Closed	<b>Start date:</b>	2010-04-05
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	danij		
<b>Category:</b>			
<b>Target version:</b>	1.9.0-beta6		
<b>Description</b>			
<p>I noticed a slightly odd GL state management issue with the current Beta6 branch (as of #53cbd8944bd470495f95c619d78d81f60eb15b06).</p> <p>In the starting area of DOOM.wad::E1M1, turn on rend-fakeradio and rend-dev-wireframe. When in wireframe mode, the shadow edges polies are supposed to be drawn as regular (i.e., not shadow) geometry. Notice what happens when you move the view so that the sky is/is not visible. For some reason they are only drawn as expected when the sky is visible.</p> <p>This suggests there may be a problem elsewhere.</p>			
<b>Labels:</b> Graphics			

#### History

##### #1 - 2010-04-04 09:34 - danij

It would appear this issue is due to drawing geometry with the current GL color left uninitialized. Although I'm not yet sure where this is happening, I just know that if the currently bound texture and color are set at the end of Rend\_RenderSkyHemisphere this issue disappears:

```
glBindTexture(GL_TEXTURE_2D, 0);  
glColor4f(1, 1, 1, 1);
```

##### #2 - 2010-09-28 18:06 - danij

Fixed in branch ringzero+master for 1.9.7