

## Doomsday Engine - Bug #92

### Sky rendering shows HOM in window at ground level

2003-06-29 20:22 - chrisdragon

<b>Status:</b> Closed	<b>Start date:</b> 2003-06-29
<b>Priority:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.7.10	
<b>Description</b> <a href="http://forums.newdoom.com/UBB/Forum5/HTML/001007.html">http://forums.newdoom.com/UBB/Forum5/HTML/001007.html</a> See the pics here	
<b>Labels:</b> Graphics	

#### History

##### #1 - 2003-06-29 20:23 - chrisdragon

Logged In: YES  
user\_id=763563

note this was a map generated by SLIGE

##### #2 - 2003-06-29 21:28 - skyjake

Logged In: YES  
user\_id=717323

Setting 'rend-sky-full' to one should fix this.