

Doomsday Engine - Bug #980

Heretic - Sky not rendering correctly

2012-01-17 01:22 - fsolda

Status: Rejected	Start date: 2012-01-17
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version: 1.9.0-beta6	
Description The sky in Heretic maps are not being rendered properly, only with half of the image completely rendered in the background (compare to the version 1.8.6, when this bug was not present). This problem doesn't affect Doom and was noted in Linux Ubuntu 11.10 and Mac OS X 10.7 (Lion).	
Labels: Graphics, Heretic	

History

#1 - 2011-12-23 09:28 - fsolda

I noted that this bug only affects the first episode: City of Damned. In Hell's Maw and The Dome of D`Sparil it's okay.

#2 - 2012-01-17 01:44 - skyjake

Is this bug still present in the stable 1.9.7? I can't reproduce it.

Any resource packs in use?

#3 - 2012-02-29 15:48 - skyjake

- **labels:** Graphics --> Graphics, Heretic

- **status:** pending --> wont-fix