

## Doomsday Engine - Bug #998

### Detail texture appearance incorrect (vs. #364)

2012-03-04 12:24 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2012-03-04
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.7	

**Description**  
See <http://dengine.net/forums/viewtopic.php?f=7&t=970>  
Problem with loading/processing the detail texture image format before GL upload?  
**Labels:** Graphics

### History

#### #1 - 2012-03-19 15:45 - skyjake

Related bug "Detail texture max distance ignored":

[https://sourceforge.net/tracker/?func=detail&aid=3000206&group\\_id=74815&atid=542099](https://sourceforge.net/tracker/?func=detail&aid=3000206&group_id=74815&atid=542099)

#### #2 - 2012-05-09 04:24 - danij

Fixed for 1.9.8

#### #3 - 2012-08-27 20:19 - skyjake

Related discussion:

<http://dengine.net/forums/viewtopic.php?f=9&t=992&start=10#p6641>