

## Doomsday Engine - Bug #1022

### [GL] Garbage instead of sky

2012-04-11 17:38 - vvv1

<b>Status:</b> Closed	<b>Start date:</b> 2012-04-11
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.8 Unstable	
<b>Description</b> Sky is not rendered since the Qt merge. Please see the attached screenshots.	
<b>Labels:</b> System	

#### History

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#1 - 2012-04-11 17:38 - vvv1

**Attachments:**

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/93077897/9cd1/attachment/doom2-004.jpg](http://sourceforge.net/p/deng/bugs/_discuss/thread/93077897/9cd1/attachment/doom2-004.jpg)

#2 - 2012-04-11 17:39 - skyjake

Cannot reproduce on Mac, Windows or Ubuntu.

Possibly related to report [https://sourceforge.net/tracker/index.php?func=detail&aid=3516954&group\\_id=74815&atid=542099](https://sourceforge.net/tracker/index.php?func=detail&aid=3516954&group_id=74815&atid=542099)

Possibly caused by GL state mismanagement.

#3 - 2012-04-13 06:35 - vvv1

Related to the report:

[https://sourceforge.net/tracker/?func=detail&aid=3516946&group\\_id=74815&atid=542099](https://sourceforge.net/tracker/?func=detail&aid=3516946&group_id=74815&atid=542099)

#4 - 2012-04-15 18:56 - vvv1

**Attachments:**

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/93077897/ecdf/attachment/doom1-ultimate-000.jpg](http://sourceforge.net/p/deng/bugs/_discuss/thread/93077897/ecdf/attachment/doom1-ultimate-000.jpg)