

## Doomsday Engine - Bug #2306

### Sky masking polygons should not be visible

2018-12-14 08:59 - skyjake

<b>Status:</b>	Closed	<b>Start date:</b>	2018-12-14
<b>Priority:</b>	High	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Regression		
<b>Target version:</b>	2.1.1		
<b>Description</b>			
As seen in this screenshot, there are sky masking polygons visible in Hexen MAP02.			
There is a number of potential reasons why this is happening:			
<ul style="list-style-type: none"><li>• Regression due to DGL refactoring</li><li>• Color writes should be disabled when drawing sky mask</li><li>• Some other incorrect DGL state</li></ul>			

#### Associated revisions

##### Revision 7fabe30b - 2019-02-10 17:25 - skyjake

Fixed|Renderer: Black segments visible in the sky

Don't clip with polyobj walls in a sky-ceiling sector.

Calls for a closer investigation as to why the sky gets occluded if this check is disabled.

IssueID #2306

##### Revision 90388256 - 2019-02-10 17:27 - skyjake

Fixed|Renderer: Black segments visible in the sky

Don't clip with polyobj walls in a sky-ceiling sector.

Calls for a closer investigation as to why the sky gets occluded if this check is disabled.

IssueID #2306

#### History

##### #1 - 2019-01-27 19:14 - skyjake

Also seems to affect the swamp waves in Hexen map 8. The sides of each wave are black although they should fall back to using the floor plane texture.

##### #2 - 2019-02-10 17:26 - skyjake

- Status changed from New to Resolved

- % Done changed from 0 to 100

The issue with the waves in map 8 appears unrelated...

##### #3 - 2019-02-17 12:42 - skyjake

- Status changed from Resolved to Closed

#### Files

Screen Shot 2018-12-14 at 8.56.15.jpg

460 KB

2018-12-14

skyjake