

Doomsday Engine - Bug #2324

Sky texture issue upon MOD loading/unloading in game

2019-03-24 22:24 - xe_sued

Status:	New	Start date:	2019-03-24
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Defect		
Target version:	Modding		
Description			
How to reproduce:			
<ol style="list-style-type: none">1. Start Doom on any map other than Episode 1 (e.g. E2M1)2. Open the MOD browser3. Load or unload any valid addon for Doom4. Doomsday reloads all required resources5. The sky texture of Episode 1 is loaded instead the one for Episode 2			
Doom 2, Heretic and Hexen are affected likewise.			
Environment: Doomsday 2.2.0.2990, Windows 10 64-bit build 1809			
Related issues:			
Related to Bug #2209: Materials do not get correctly reset when loading/unloa...		New	2017-03-05

History

#1 - 2019-03-30 16:53 - skyjake

I have also noticed some issues when textures (materials) are reloaded. There is likely more than one bug to fix here.

#2 - 2019-11-29 22:27 - skyjake

- Related to Bug #2209: Materials do not get correctly reset when loading/unloading data files while a game is loaded added

#3 - 2019-11-29 22:28 - skyjake

- Assignee deleted (skyjake)

#4 - 2019-11-29 22:31 - skyjake

- Target version set to Modding