

## Doomsday Engine - Bug #2366

### "texreset" breaks halo textures

2019-12-10 19:42 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2019-12-10
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b> Regression	
<b>Target version:</b> 2.2 (2019)	
<b>Description</b> The "texreset" command breaks halo textures and causes GL errors (presumably due to use invalid GL texture IDs). The full "reset" command behaves correctly.	
<b>Related issues:</b> Related to Bug #2365: Halos from Light decorations not visible <b>Closed</b> <b>2019-12-10</b>	

#### Associated revisions

##### Revision 143e236a - 2019-12-10 21:20 - skyjake

Fixed|Renderer: "texreset" breaks decoration halos

IssueID #2366

##### Revision f10c8e5d - 2019-12-10 21:21 - skyjake

Fixed|Renderer: "texreset" breaks decoration halos

IssueID #2366

#### History

##### #1 - 2019-12-10 19:43 - skyjake

- Related to Bug #2365: Halos from Light decorations not visible added

##### #2 - 2019-12-10 20:19 - skyjake

Looks like the obsolete texture IDs are cached somewhere and then used for drawing halos after the texreset.

##### #3 - 2019-12-10 21:20 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 0 to 100

##### #4 - 2019-12-17 11:18 - skyjake

- Status changed from Resolved to Closed