

Doomsday Engine - Bug #2398

Incorrect texture mapping

2020-01-07 15:57 - svl1

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|--|-----------|--------------------|------------|
| Status: | New | Start date: | 2020-01-07 |
| Priority: | Normal | % Done: | 0% |
| Assignee: | Deng Team | | |
| Category: | | | |
| Target version: | | | |
| Description | | | |
| If the wall has a middle and upper texture, and the upper texture has transparency and the ceiling is a sky texture, then a black bar appears above the upper texture. It appears in version 2.3 (3287.3292), in version 2.2 (3272) everything is fine | | | |

Files

| | | | |
|------------|---------|------------|------|
| __TEST.zip | 3.76 KB | 2020-01-07 | svl1 |
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