

Doomsday Engine - Bug #2398

Incorrect texture mapping

2020-01-07 15:57 - svl1

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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