

## Doomsday Engine - Bug #2444

### doom2-nerve: misaligned textures on map05

2021-01-14 11:30 - thesourcehim

<b>Status:</b>	New	<b>Start date:</b>	2021-01-14
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>	skyjake		
<b>Category:</b>			
<b>Target version:</b>	3.0		
<b>Description</b>			
See the attached screenshot, it's the back side of a scull switch. It has half a scull on it. While playing this via Doom 3 BFG edition I saw only normal wall texture, no partial sculls. I use WAD from Doom 3 BFG edition.			

#### Files

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nerve.png	1.59 MB	2021-01-14	thesourcehim
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