

## Doomsday Engine - Bug #980

### Heretic - Sky not rendering correctly

2012-01-17 01:22 - fsolda

|  |                               |
|--|-------------------------------|
| <b>Status:</b> Rejected  | <b>Start date:</b> 2012-01-17 |
| <b>Priority:</b> Normal  | <b>% Done:</b> 0%             |
| <b>Assignee:</b>   |                               |
| <b>Category:</b>   |                               |
| <b>Target version:</b> 1.9.0-beta6   |                               |
| <b>Description</b><br>The sky in Heretic maps are not being rendered properly, only with half of the image completely rendered in the background (compare to the version 1.8.6, when this bug was not present). This problem doesn't affect Doom and was noted in Linux Ubuntu 11.10 and Mac OS X 10.7 (Lion). |                               |
| <b>Labels:</b> Graphics, Heretic   |                               |

#### History

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##### #1 - 2011-12-23 09:28 - fsolda

I noted that this bug only affects the first episode: City of Damned. In Hell's Maw and The Dome of D`Sparil it's okay.

##### #2 - 2012-01-17 01:44 - skyjake

Is this bug still present in the stable 1.9.7? I can't reproduce it.

Any resource packs in use?

##### #3 - 2012-02-29 15:48 - skyjake

- **labels:** Graphics --> Graphics, Heretic

- **status:** pending --> wont-fix