

MaratonaProgramação

```
// setting one
skylutnum = R_SetNumForName('SKYFLATNAME');
// if NO WOLFSD LEVELS, NO SECRET EXIT
// DOOM determines the sky texture to be used
// depending on the current episode, and the game version.
if (!gameMode == commercial)
    if (!gameMode == pack_plt)
        if (gameMode == pack_pc)
            if (gameMode == pack_xb)
                if (gameMode == pack_ps)
                    if (gameMode == pack_bt)
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