Doomsday Engine - Feature #1210

Skins support

2003-06-27 17:01 - skyjake

Status:	Rejected		**Start date:**	2003-06-27
Priority:	Low		**% Done:**	0%
Assignee:				
Category:	Enhancement			
Target version:				

Description

Would (well, should) require a sprite version and a model version. Each model could support multiple skins (duh). I think someone should make an official Doomsday player model pack. Seeing some women marines, zombified marines, etc....

Labels: Customizability

Related issues:

Related to Feature #1216: Using alternative resources alongside the originals	**Rejected**	**2003-06-30**

History

#1 - 2013-10-20 20:56 - skyjake

- Tags set to 3DModel

- Category set to Enhancement

#2 - 2013-10-20 21:14 - skyjake

- Priority changed from Normal to Low

#3 - 2016-08-09 10:35 - skyjake

- Status changed from New to Rejected