

Doomsday Engine - Bug #1923

PNG textures render as solid black (embedded in WAD)

2014-12-04 13:55 - vermil

Status:	New	Start date:	2014-12-04
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Defect		
Target version:	Modding		
Description			
Pretty much what the subject states.			
PNG flats render correctly, however PNG textures render solid black in game.			
I attach a test wad for Heretic, that converts the entirety of the games textures, flats and also some of it's sprites (the sprites are present to test a bug with PNG sprites that is a separate report), to PNG.			
I meant to report this at the same time I reported the above mentioned PNG sprite issue, but I forgot, my apologies.			

History

#1 - 2014-12-04 22:45 - danij

To clarify, this report refers to the use of PNG textures inserted in .WAD files where the game usually expects to find Flat, Patch or other graphic resources in id Tech 1 formats.

#2 - 2015-01-16 12:26 - skyjake

- Subject changed from *png textures render as solid black* to *PNG textures render as solid black (embedded in WAD)*

- Category set to *Defect*

#3 - 2015-01-16 12:26 - skyjake

- Tags set to *Resources, Materials, Textures*

#4 - 2016-10-27 12:51 - skyjake

- Target version set to *Modding*

Files

HereticPNGTest.wad	897 KB	2014-12-04	vermil
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