

Doomsday Engine - Bug #1068

Hi-res texture vs custom textures bug

2012-07-23 07:49 - vermil

Status: Closed	Start date: 2012-07-23
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.9	

Description

I wasn't really sure about what to name this report.

Dday is suppose to disable external replacements for textures it encounters a custom replacement for in a pwad.

However the checks fail with the CEMENT1 replacement texture in this old Pwad; an external replacement is still used in spite that this Pwad replaces the texture with a new one.

History

#1 - 2012-07-23 07:50 - danij

- **labels:** Data --> Addons

#2 - 2012-08-27 20:13 - danij

- **status:** open --> fixed

- **assigned_to:** Daniel Swanson

#3 - 2012-08-29 14:51 - danij

This issue has since been fixed for the upcoming 1.9.9 release.

#4 - 2013-09-03 15:53 - vermil

<http://www.doomworld.com/idgames/index.php?id=8774>