

## Doomsday Engine - Bug #1100

### Doomsday needs a "doom-all" folder

2012-12-17 11:28 - kurikai

<b>Status:</b> Rejected	<b>Start date:</b> 2012-12-17
<b>Priority:</b> Lowest	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.10	
<b>Description</b> There is a "doom-ult" folder, "doom1" folder, and "doom-shareware" folder, but there is missing a doom1-all folder for mod authors and the dhtp pack. So files can be loaded no matter if it is for doom shareware, doom1, and ultimate doom. but will not be used for doom2, nor final doom.  Currently because there is not a "doom-all" folder and because of that, the skys in doom1 are put in the root "textures" folder which means they get loaded automatically with doom2, and final doom because there are no textures yet for them	
<b>Related issues:</b> Related to Feature #1578: "doom-all" folder <b>Rejected</b> <b>2012-12-17</b>	

#### History

##### #1 - 2012-12-07 13:19 - skyjake

- **status:** open --> closed

##### #2 - 2012-12-07 13:19 - skyjake

Added a feature request: [\[#443\]](#)

##### #3 - 2012-12-17 12:54 - skyjake

- **status:** closed --> wont-fix