

Doomsday Engine - Bug #1100

Doomsday needs a "doom-all" folder

2012-12-17 11:28 - kurikai

Status: Rejected	Start date: 2012-12-17
Priority: Lowest	% Done: 0%
Assignee:	
Category:	
Target version: 1.9.10	
Description 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	
Related issues: Related to Feature #1578: "doom-all" folder Rejected 2012-12-17	

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