

Doomsday Engine - Bug #116

High resolution flats and -pwadtex

2003-07-25 13:09 - skyjake

Status: Closed	Start date: 2003-07-25
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.11	
Description I can't see high resolution textures in walls. Only in flats. I have the wall textures in the same place as the flats.	
Labels: Graphics	

History

#1 - 2003-07-26 15:12 - skyjake

Logged In: YES
user_id=717323

Bug: High-res flats are loaded regardless of -pwadtex.