

Doomsday Engine - Feature #1167

High-resolution sprites

2003-05-29 19:00 - skyjake

Status: Closed	Start date: 2003-05-29
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description External resources could be used to replace sprites. It would work like the replacing of patches: e.g. the original data lumps would still be needed for offsets, etc.	
Labels: Graphics	