

## Doomsday Engine - Feature #1260

### Disable highres patches but not highres textures

2003-08-06 22:53 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-08-06
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> It would be nice if it was possible to disable highres patches but not highres textures and vica versa from the command line.	
<b>Labels:</b> Graphics	

#### History

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##### #1 - 2003-08-08 20:01 - skyjake

Logged In: YES  
user\_id=717323

In 1.7.12. There will be separate options "-nohightex" and "-nohighpat". The former no longer affects patches.

##### #2 - 2003-08-16 17:56 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: NO

Great idea