

Doomsday Engine - Feature #1295

Levelname to Tally Screens

2003-10-02 02:39 - dark_pulse

Status: Closed	Start date: 2003-10-02
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description One of the things I like is that you can write a simple DED file containing the Map name and it will be displayed At Level load and on the automap. I think it'd be really great if it could be like that on the Tally screens as well, as with most places if you wish to do that in a Wad File, you have to actually change the graphics inside your PWAD. Is this possible to do at all?	
Labels: Customizability	

History

#1 - 2006-04-23 17:10 - danij

Logged In: YES
user_id=849456

Implemented for 1.9.0