

Doomsday Engine - Feature #1339

External images in an InFine script

2004-04-11 10:40 - danij

Status: Closed	Start date: 2004-04-11
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description I think it is needed to allow use of external images (pcx/png/tga) within an InFine script. Although you can currently use a pcx image inserted directly into a wad, obviously you can't use an alpha channel in a pcx. If you need an alpha channel the only way is to add a new patch to a custom wad then create a hires png. This unfortunately means inclusion of pnames & the Textures1 table. So that means a seperate "resource" wad for Doom/Ultimate/Share/Plutonia/TNT/DoomII/ also it won't work with any pwad with custom textures/patches. As you can see this is a bit of a restriction.	
Labels: Scripting	