

Doomsday Engine - Feature #1347

Directory search for *.DEH files

2004-07-02 20:21 - stephenhowe

Status: Closed	Start date: 2004-07-02
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description Directory search for *.DEH files Frequently some of the big WAD files (Alien Vendetta, CyberDreams) come with their own dehacked files. Naturally the WAD files are placed under \Doomsday\Data\JDoom\ I would like a RFE where it is possible for the Doomsday engine to look for the Dehacked file in the same directory as the WAD file (rather than off the BIN directory. After all, it is data, just a different kind and this way, it keeps related files together. Thanks Stephen Howe Labels: Data	

History

#1 - 2004-07-29 15:08 - danij

Logged In: YES
user_id=849456

Implemented in CVS for 1.9.0

#2 - 2006-01-15 02:53 - arablover

Logged In: YES
user_id=1087853

I would love this modification too!

Cheers.

Jeremy