

Doomsday Engine - Feature #1485

Font graphic compatibility

2009-03-05 12:23 - vermil

Status: Closed	Start date: 2009-03-05
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description	
<p>In Doomsday, JDoom uses "FONTAXXX" and "FONTBXXX" graphics taken from JDoom.wad for font graphics.</p> <p>FONTA is an exact copy of Doom's small font (which is stored in the IWAD in a range of lumps named STCFNXXX). While FONTB is made from Doom's menu images. FONTB never existed in the original Doom resources so isn't an issue. FONTA is the issue I would like to raise.</p> <p>I would like to ask why FONTA exists for JDoom and why Doomsday isn't instead reading the STCFN lumps out of the Doom IWAD's given that they are absolutely identical right down to the available characters and number extension? I.e JDoom.wad's FONTA034 is the exact same graphic as the lwad's STCFN034, JDoom.wad's FONTA95 is the exact same graphic as the lwad's STCFN095 etc.</p> <p>Indeed, by not using the STCFNxx graphics from the lwad's, Dday is breaking compatibility with old Doom wads that have changed Doom's small font. The WolfenDoom series is an example of this.</p>	
Labels: Customizability	