

## Doomsday Engine - Feature #1521

### Scaling of hires replacements

2010-08-16 10:18 - gobhuo

|  |                               |
|--|-------------------------------|
| <b>Status:</b> Closed  | <b>Start date:</b> 2010-08-16 |
| <b>Priority:</b> Normal  | <b>% Done:</b> 100%           |
| <b>Assignee:</b>   |                               |
| <b>Category:</b>   |                               |
| <b>Target version:</b>   |                               |
| <b>Description</b><br>All Doom flats are 64x64 and repetition is easily noticeable. There should be a way to make a hires replacement to repeat less often, similar to Pattern skip in Decoration definition. Blox@DHTP forum made such textures:<br><a href="http://forums.yaa.dk/viewtopic.php?f=32&amp;t=249">http://forums.yaa.dk/viewtopic.php?f=32&amp;t=249</a> |                               |
| <b>Labels:</b> Game Objects  |                               |

### History

#### #1 - 2010-10-23 14:38 - danij

This feature has been available for a while now, its part of the Materials system which lets you specify any world-space dimensions for a Material, independently from the size of the textures used.