Doomsday Engine - Feature #1545

Limit removal for MD2Tool

2011-08-19 05:21 - magnumdoom

Status:	Rejected		**Start date:**	2011-08-19
Priority:	Low		**% Done:**	0%
Assignee:				
Category:	Redesign			
Target version:				

Description

```
#define MAX_TRIANGLES    4096
#define MAX_VERTS        2048
#define MAX_FRAMES       512
#define MAX_MD2SKINS     32
#define MAX_SKINNAME     64
```

MD2Tool has the above limits for models. It would be wonderful if these limits were to be extended or altogether removed to allow processing of newer high poly models.

History

#1 - 2013-10-22 11:50 - skyjake

- Tags set to Tools

- Subject changed from Limit Removal for MD2Tool to Limit removal for MD2Tool

- Category set to Redesign

Doing this would entail slightly rewriting md2tool with dynamic arrays etc.

Hopefully, going forward, MD2s will be of less importance (#1246).

#2 - 2013-10-22 11:50 - skyjake

- Priority changed from Normal to Low

#3 - 2016-08-09 10:32 - skyjake

- Status changed from New to Rejected

Obsoleted by newer model file formats.