

## Doomsday Engine - Feature #1579

### Dehacked 2.0 support

2012-12-20 13:07 - vermil

<b>Status:</b> New	<b>Start date:</b> 2012-12-20
<b>Priority:</b> Low	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> 3rd party compatibility	
<b>Target version:</b> Modding	
<b>Description</b> Dehacked 2.0 support.  There are pwads out there that use Dehacked v2.0 patches; this are a very different format to v3.0 Dehacked supported and hence Dday can't read them  <a href="http://www.doomworld.com/vb/wads-mods/62638-tmall-wad-question/">http://www.doomworld.com/vb/wads-mods/62638-tmall-wad-question/</a>	
<b>Labels:</b> Dehacked early version	

### History

**#1 - 2013-10-22 12:56 - skyjake**

- Tags set to DeHackEd, Doom

- Category set to 3rd party compatibility

**#2 - 2013-10-22 12:56 - skyjake**

- Priority changed from Normal to Low

**#3 - 2019-11-29 12:31 - skyjake**

- Target version set to Modding