

Doomsday Engine - Bug #1606

M\_THERMM and HUD message font replacement

2013-10-19 16:53 - skyjake

<b>Status:</b>	Progressed	<b>Start date:</b>	2006-05-31
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Defect		
<b>Target version:</b>	Modding		
<b>Description</b> <i>(original issue reported by vermil)</i>  Not version specific (i've tested it in 1.8.6 and beta4).  Not so much a bug, but I'm brigning it up because I thought it seemed a bit odd.  Dday doesn't appear to support in wad replacements for the hud message font or the menu graphic "M_THERMM" (the middle part of the volume slider bar graphics).  danij wrote:  [this is] a fundamental problem in our resource management			
<b>Related issues:</b> Copied from Bug #287: Changes to BLOOD states ignored			
		<b>Progressed</b>	<b>2006-05-31</b>

History

- #1 - 2013-10-19 16:55 - skyjake
- Description updated
- #2 - 2013-10-22 16:06 - skyjake
- Category set to Defect
- #3 - 2016-07-05 23:54 - skyjake
- Status changed from In Progress to Progressed
- #4 - 2017-04-03 14:40 - skyjake
- Target version set to Modding