

## Doomsday Engine - Bug #179

### 2 easy to fix model related bugs

2004-07-14 11:31 - docdocdoc9

<b>Status:</b> Closed	<b>Start date:</b> 2004-07-14
<b>Priority:</b> Lowest	<b>% Done:</b> 100%
<b>Assignee:</b> daniij	
<b>Category:</b>	
<b>Target version:</b> 1.8.0	

#### Description

- the rocketair.md2 model is not in the right place (it should be in MD2/JDoom/Hud/v\_dRl), so the rocket models are not rendered in the game.
- The MD2/JDoom/Monst/LostSoul folder is not included in the search path, so the lost souls's "heads" are not rendered.

Here's an extract from the doomsday.out file :

R\_InitModels: Initializing MD2 models.

Search path:

```
Data\jDoom\Models;;MD2\jDoom\Play;MD2\jDoom\Hud\v_
dsaw;MD2\jDoom\Hud\v_dfists;MD2\jDoom\Hud\v_dpistol
;MD2\jDoom\Hud\v_dcg;MD2\jDoom\Hud\v_dsg;MD2\jDoo
m\Hud\v_dssg;MD2\jDoom\Hud\v_dbf;MD2\jDoom\Hud\v
_dpg;MD2\jDoom\Hud\v_drl;MD2\jDoom\Hud;MD2\jDoom\
Weapon;MD2\jDoom\Item;MD2\jDoom\Monst\Revenant;M
D2\jDoom\Monst\Spider;MD2\jDoom;MD2\jDoom\Monst\P
ain;MD2\jDoom;MD2\jDoom\Monst\Archvile;MD2\jDoom\M
onst\Mancubus;MD2\jDoom;MD2\jDoom\Monst\Bruiser;MD
2\jDoom\Monst\Soldier;MD2\jDoom\Monst\Spider;MD2\jD
oom\Monst\Soldier;MD2\jDoom\Monst\Smashed;MD2\jDoo
m\Monst\Imp;MD2\jDoom\Monst\Smashed;MD2\jDoom\Mo
nst\Soldier;MD2\jDoom\Monst\Smashed;MD2\jDoom\Mons
t\Keen;MD2\jDoom\Monst\Cyberdemon;MD2\jDoom\Monst
/Demon;MD2\jDoom\Monst/Demon;MD2\jDoom\Monst\Caco
o;MD2\jDoom;MD2\jDoom\Monst\ssdude;MD2\jDoom\Mo
nst\Smashed;MD2\jDoom\Tech;MD2\jDoom\Nature;MD2\j
Doom\Decor;MD2\jDoom\FX;MD2\jDoom\FX\explosion;MD
2\jDoom\Tech;MD2\jDoom\FX;MD2\jDoom;MD2\jDoom\FX
File hash built in 0.07 seconds.
```

decor/blood/tinyblood.md2 not found.

SkinTex: md2\jdoom\fx\flame\_yellow\_0.png => 0

SkinTex: md2\jdoom\fx\flame\_yellow\_1.tga => 1

SkinTex: md2\jdoom\fx\flame\_yellow\_2.png => 2

...

SkinTex: md2\jdoom\monst\ssdude\ss\_mf1.pcx => 79

SkinTex: md2\jdoom\monst\ssdude\ss\_mf2.pcx => 80

SkinTex: md2\jdoom\monst\ssdude\ss\_mf3.pcx => 81

Monst\LostSoul\LostSoul.md2 not found.

Monst\LostSoul\LostSoul.md2 not found.

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Monst\LostSoul\LostSoul.md2 not found.  
Monst\LostSoul\LostSoul.md2 not found.  
Monst\LostSoul\LostSoul.md2 not found.  
SkinTex: md2\jdoom\monst\caco\caco\_skin.png => 82  
SkinTex: md2\jdoom\monst\caco\caco\_pain1.png => 83  
SkinTex: md2\jdoom\monst\caco\caco\_pain2.png => 84  
SkinTex: md2\jdoom\monst\caco\caco\_die.png => 85  
SkinTex: md2\jdoom\monst\caco\caco\_eye0.pcx => 86

...

SkinTex: md2\jdoom\fx\explosion\d.png => 267  
SkinTex: md2\jdoom\fx\explosion\e.png => 268  
SkinTex: md2\jdoom\fx\explosion\f.png => 269  
SkinTex: md2\jdoom\monst\pain\painelemental\_die.png  
=> 270  
SkinTex: md2\jdoom\monst\pain\painelemental\_skin.pcx  
=> 271  
SkinTex: md2  
\jdoom\monst\pain\painelemental\_pain1.pcx => 272  
SkinTex: md2  
\jdoom\monst\pain\painelemental\_pain2.pcx => 273  
Monst\LostSoul\Lostsoul.md2 not found.  
Monst\LostSoul\Lostsoul.md2 not found.  
Monst\LostSoul\Lostsoul.md2 not found.  
Monst\LostSoul\Lostsoul.md2 not found.  
Monst\LostSoul\Lostsoul.md2 not found.  
Monst\LostSoul\Lostsoul.md2 not found.  
Monst\LostSoul\Lostsoul.md2 not found.  
SkinTex: md2  
\jdoom\monst\spider\mastermind\_death.pcx => 274  
SkinTex: md2\jdoom\monst\revenant\revenant\_skin.pcx  
=> 275  
SkinTex: md2  
\jdoom\monst\revenant\revenant\_pain1.pcx => 276

...

SkinTex: md2\jdoom\weapon\gsaw.pcx => 321  
SkinTex: md2\jdoom\weapon\gbfg.pcx => 322  
SkinTex: md2\jdoom\weapon\gplasma.pcx => 323  
SkinTex: md2\jdoom\weapon\gchain.pcx => 324  
SkinTex: md2\jdoom\weapon\supergun.pcx => 325  
SkinTex: md2\jdoom\weapon\gshotgun.pcx => 326  
SkinTex: md2\jdoom\weapon\grocketlnchr.pcx => 327  
rocketair.md2 not found.  
SkinTex: md2\jdoom\hud\v\_drl\hud\_rl\_mf0.pcx => 328  
SkinTex: md2\jdoom\hud\v\_drl\hud\_rl\_mf1.pcx => 329  
SkinTex: md2\jdoom\hud\v\_drl\hud\_rl\_mf2.pcx => 330  
SkinTex: md2\jdoom\hud\v\_drl\hud\_rl\_mf3.pcx => 331  
SkinTex: md2\jdoom\hud\v\_drl\hud\_rl0.pcx => 332

...

SkinTex: md2\jdoom\play\marine\_weapon.pcx => 394  
SkinTex: md2\jdoom\play\marine\_squished.pcx => 395  
R\_InitModels: Done in 3.31 seconds.

**Labels:** Resources

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## History

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#1 - 2004-07-14 16:30 - danij

Logged In: YES  
user\_id=849456

This problem is fixed in the new jDoom Resource Pack (jDRP)  
available from <http://modelyard.newdoom.com>

The jDRP is the new name for the (now obsolete) modelpack.