

Doomsday Engine - Feature #1811

Turn on and off hi-res texture pack without quitting game in Doom

2014-05-27 07:20 - Gary

Status: Closed	Start date: 2014-05-27
Priority: Normal	% Done: 100%
Assignee:	
Category: Enhancement	
Target version:	
Description It would be neat to be able to do that like you can with 3D objects. It also allows for one to see if a hi-res texture is overlapping a custom one without shutting down the game to toggle it off in snowberry or remove a texture folder in Doomsday and reactivate Doomsday.	

History

#1 - 2014-07-02 21:35 - vermil

EDIT: Delete me.

#2 - 2017-04-03 19:33 - skyjake

- Tags set to Resources, Packages
- Category set to Enhancement
- Status changed from New to Closed
- % Done changed from 0 to 100

Marking this as done in 2.0. Resources can now be loaded and unloaded at runtime via the Packages sidebar. External texture options can likewise be changed in Renderer Settings. It may still be unavoidable to reload the map, but that can be done with savegames.