

Doomsday Engine - Bug #2443

[3.0] External textures load process ignores game id subfolders

2021-01-14 07:59 - thesourcehim

Status:	New	Start date:	2021-01-14
Priority:	Normal	% Done:	0%
Assignee:	skyjake		
Category:			
Target version:	3.0		
Description			
<p>I mentioned this on the forum, reporting here to track the issue properly. When using texture packs like dhtp the game always uses textures from textures folder of the pack, while there are also subfolders named like game IDs with replacement textures for specific game. This is the regression, worked properly before moving to new build system.</p>			