

Doomsday Engine - Bug #248

"Doom 2 High-Res Textures"

2005-08-15 03:44 - sticks_32

Status:	Closed	Start date:	2005-08-15
Priority:	Normal	% Done:	100%
Assignee:			
Category:			
Target version:			
Description How on earth do I use the "Doom 2 High-Res Textures"? I downloaded a whole bunch of .PNG files and I expected to have them in a ".pk3" file, and I got a .bak file in it too, What to I do with these many .PNG's and the .bak? Please Help Me. These Textures look awesome and i am eager to use them. Stµηkεpdτψpk32 / µηk \ TX Labels: Graphics			