

Doomsday Engine - Bug #321

wrong texture used

2006-07-31 08:34 - kurikai

Status: Closed	Start date: 2006-07-31
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description Doom1 and doom2 share the same name texture. (SW1BRN1) The doom 1 version is half the width of the doom2 version and when playing doom1 ep1 map8 the first switch you see is the doom2 version (it is getting priority over the doom1 version) the doom1 texture is in the "doom1-ultimate" folder	

History

#1 - 2007-05-28 06:49 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

bump - whats happening here ?