

Doomsday Engine - Bug #43

jDoom doesn't render the objects in 3D

2003-05-10 03:06 - skyjake

Status: Closed	Start date: 2003-05-10
Priority: Low	% Done: 100%
Assignee:	
Category:	
Target version:	
Description The game loads fine... same thing happening in both ultimate doom and doom II... I load a game, all the characters aren't 3d.. they are 2 dimensional like in the original doom. i made sure the option was turned on in the control panel enableing 3d objects..etc still doesnt work.. ive gone as far as to disable it, quit the game... load the game again, enableing it, quitting the game, then loading the game again and still nothing works. How can i get the 3d models option to work? tylerv2@shaw.ca Labels: Graphics	

History

#1 - 2003-05-10 08:11 - skyjake

Logged In: YES
user_id=717323

Have you installed the jDoom 3D model pack? (about 9 Mb) It can be downloaded here:

<a
http="<http://www.doomsdayhq.com/files.php?pro=2&class=4&type=6>">jDoom
Resources: Models

The default distribution package does not include the 3D models, because that would make the package way too large.