

Doomsday Engine - Bug #456

Message font graphics

2007-06-15 18:45 - vermil

Status:	Closed	Start date:	2007-06-15
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta5		
Description			
The message font graphics and full screen hud number graphics cannot be replaced by alternate graphics from within a wad. Doomsday simply ignores them.			
Though exeternally loading replacements for these graphics are loaded and used correctly.			
Labels: Data			

History

#1 - 2007-08-07 01:43 - daniij

Logged In: YES
user_id=849456
Originator: NO

This is an issue with any resource loaded from e.g. jDoom.PK3 due to themnot being in an IWAD.

#2 - 2012-03-02 12:05 - skyjake

Fixed for 1.9.7?

#3 - 2012-03-02 18:31 - daniij

Yep, fixed.