

Doomsday Engine - Bug #46

Hi res for skies, doom or doom2, not both

2003-05-20 20:43 - chrisdragon

<b>Status:</b>	Closed	<b>Start date:</b>	2003-05-20
<b>Priority:</b>	High	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>			
<b>Target version:</b>	1.7.8		
<b>Description</b>  For some reason in both DOOM games, the sky texture name is SKYx (denotes 1-3), which means you can have either hi res textures for DOOM or DOOM2, but not both :-/  Gotta get around this somehow.  -Chris  <b>Labels:</b> Graphics			

History

#1 - 2003-05-25 22:53 - skyjake

Logged In: YES  
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The external resource system in 1.7.9 will make it possible to have resources specific to game modes.