

Doomsday Engine - Bug #531

Doom2/Final Doom incorrect screen border flat

2008-10-02 21:43 - vermil

Status: Closed	Start date: 2008-10-02
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta5	
Description A tiny tiny thing. In 1.9 Beta5.x, Doom2 and Final Doom are using the same screen border flat as Doom1 (DEMI1_5), when they should be using GRNROCK.	
Labels: Graphics	

History

#1 - 2008-10-10 13:17 - danij

Fixed in svn rev #5920