Doomsday Engine - Bug #58

Squished switch textures

2003-06-02 05:41 - chrisdragon

Status:	Closed	**Start date:**	2003-06-02
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.7.7		

Description

See thread below for analysis

http://forums.newdoom.com/UBB/Forum5/HTML/000826.html

Labels: Graphics

History

#1 - 2003-06-11 13:05 - skyjake

Logged In: YES
user_id=717323

This is not a bug in Doomsday. The textures have the
same names, but different dimensions. They need to be
placed into their own game mode subdirs.