

Doomsday Engine - Bug #643

wad midspace texture name does not work?

2009-03-09 00:29 - eunbolt

Status:	Closed	Start date:	2009-03-09
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta6		
Description When using a sprite as a wall texture by typing the sidedef texture name in doombuilder material does not show up. e.g. choosing "TROOA1" as a midtexture in doombuilder nothing shows up in deng			
Labels: System			

History

#1 - 2009-03-09 09:41 - eunbolt

small wad and ded to test the materials

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/38dd4ee5/4681/attachment/materialstest.zip