

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: danij	
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