

## Doomsday Engine - Bug #785

### PK3 virtual file mapping directive for /data vs model files

2009-09-23 21:38 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2009-09-23
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b>	
The following issue appears to have come about since the model file hash and the resource locator were combined for 1.9.0-beta6:  PK3s structured so as to make use of Doomsday's virtual file mapping feature to move data files automatically (e.g., '#something' -> data/<game>/auto/something) no longer works in conjunction with models and/or model skins.	
<b>Labels:</b> Data	

#### History

#1 - 2009-09-23 15:01 - danij

Fixed in branch beta6-ringzero