Doomsday Engine - Bug #821

[DEH] Flat backgrounds in InFine unchangeable

2009-11-16 09:12 - danij

Status:	Closed	**Start date:**	2009-11-16
Priority:	Normal	**% Done:**	100%
Assignee:	danij		
Category:			
Target version:	1.9.9		

Description

DeHackED patches can be used to change the background flat used on the post intermission texts in DOOM.

Labels: Data

History

#1 - 2009-11-17 03:45 - danij

How about this as a solution:

Add new strings using Value definitions (to e.g., jDoom.pk3/values.ded)
that contain the names of the Materials that are used for these backgrounds
in the IWADs.

Enhance dpDehRead to update these Values if found in a DEH patch.

Extend the Flat <flat-name> InFine command so that a Value Id can be used
instead of a flat-name (look for a Value Id first and fall back to a flat
look up).

#2 - 2009-11-19 13:25 - danij

Fixed for the upcoming Doomsday v1.9.9