

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