Doomsday Engine - Bug #90

Base-relative skin paths in MD2s

2003-06-28 08:09 - skyjake

Status:	Closed	**Start date:**	2003-06-28
Priority:	High	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.7.10		

Description

Chilvence reports: "It happened that an older version
of Jdoom was able to accept md2 skin paths relative to
the base folder, much like quake2. This is now
broken/removed and as a result al load of models I was
working on are sheet white for lack of textures."

Labels: Resources