

Doomsday Engine - Bug #903

MP menu "player skin" graphics

2010-04-29 15:57 - vermil

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| Status: | Closed | Start date: | 2010-04-29 |
| Priority: | Normal | % Done: | 100% |
| Assignee: | daniJ | | |
| Category: | | | |
| Target version: | 1.8.6 | | |
| Description | | | |
| As requested by DaniJ | | | |
| The player graphics in the MP menu are currently hardcoded to specific sprite names, such as PLAYA1. | | | |
| Maybe this could be changed to look at the player mobj's state def's if a mod uses sprites with different names for its player. | | | |
| Labels: jDoom Multiplayer | | | |