

Doomsday Engine - Bug #95

Relative md2 skin paths no longer work

2003-06-30 17:35 - skyjake

Status: Closed	Start date: 2003-06-30
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.10	
Description An older version of Jdoom was able to accept md2 skin paths relative to the doomsday base folder, much like quake2 (long sentence) This is now broken/removed and as a result a load of models I was working on are sheet white for lack of textures. Without this feature, editing models in everyones homebrew modelers gets extremely painful, as you have to set the base path to the model you are working on in each one, every time you switch between the models youre editing. Also it prevents you from sharing skins between models, so there are many instances of the weapon skins fluffing up the model pack (theyre not big now, but they will be one day :)	
Labels: Resources	

History

#1 - 2003-06-30 20:18 - skyjake

Logged In: YES
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Duplicate of bug 762295, which was recently fixed (not in snapshot yet).