

Doomsday Engine - Bug #982

3D-model problem (1.9.7 build 397)

2012-02-03 10:32 - briannafixer

Status: Closed	Start date: 2012-02-03
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.7 Unstable	
Description Hello! I downloaded new version to test, switched on all my addons and detected that addons connected with 3D-models (monsters, items, etc.) don't work at all. Other addons are ok. Is it possible to fix it manually or I need to w8 a new ver. of dengine?	
Labels: jHexen	

History

#1 - 2012-01-17 01:45 - danij

This is not the place to perform user support. Please create a new thread in our user support forum here: <http://dengine.net/forums>

I removed attached addons.jpg file as it was malformed/truncated and could not opened.