

Ryzom - Feature # 1082

Status:	Closed	Priority:	High
Author:	kaetemi	Category:	NeL: General
Created:	08/27/2010	Assignee:	kaetemi
Updated:	01/08/2011	Due date:	
Subject:	Interface textures cannot easily be modified		
Description			
<p>Due to some hardcoded stuff, and changes from tga to png, it's not possible right now to rebuild the interface texture sheets conveniently from the automated build process.</p> <p>Proposed solution is ignoring .png and .tga extentions in the interface texture sheets, and allowing the used textures to be set in the configuration file.</p>			

History

#1 - 08/27/2010 08:05 pm - kaetemi

Also, there seem to be missing some ring related textures in the asset database.

#2 - 08/27/2010 10:18 pm - kaetemi

- *Status changed from New to Resolved*

Fixed.

Note: Please make the official client use the config for the texture_extra yubo hack, and remove the hack from the code, thank you.

#3 - 09/15/2010 08:37 am - kaetemi

- *% Done changed from 0 to 100*

Applied in changeset r659.

#4 - 10/02/2010 11:57 am - kerval

- *Target version set to Version 0.8.0*

#5 - 01/08/2011 06:54 pm - kerval

- *Status changed from Resolved to Closed*