

textureType_t

The textureType_t enum is part of the idImage class. It designates a texture as 2-dimensional, 3-dimensional, or cubic. It can be found in [.tga file headers](#) extracted from Doom Eternal .resources files.

Definition

```
enum textureType_t
{
    TT_2D = 0x0,
    TT_3D = 0x1,
    TT_CUBIC = 0x2,
};
```

Revision #3

Created 10 September 2021 17:51:13 by SamPT

Updated 10 September 2021 18:22:35 by SamPT