

Doomsday Engine - Feature #1755

Use FS2 for runtime files

2014-04-18 07:40 - skyjake

<b>Status:</b>	Closed	<b>Start date:</b>	2014-04-18
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	Deng Team		
<b>Category:</b>	Enhancement		
<b>Target version:</b>	2.0 – Home UI & Packages		
<b>Description</b>			
All runtime files (under <b>/home</b> ) should be read and written using FS2.			
<b>Related issues:</b>			
Related to Feature #1647: Replace FS1 with FS2-based resource management		<b>Progressed</b>	<b>2013-10-31</b>
Related to Feature #1732: Libcommon savegame system		<b>Closed</b>	<b>2007-03-20</b>
Related to Feature #1788: Command line options should take native paths relat...		<b>Rejected</b>	<b>2014-04-26</b>

History

#1 - 2014-04-18 07:42 - skyjake

The files that needs updating are:

- client.id (could be in Config)
- configs/\* (renderer profiles already written with FS2)
- dd-buffered-song\*.mid
- screenshots
- ~~doomsday.out~~
- ~~hexndata/\*~~
- ~~savegame/\*~~

#2 - 2014-04-26 18:51 - skyjake

- Related to Feature #1788: Command line options should take native paths relative to cwd added

#3 - 2016-07-05 23:55 - skyjake

- Status changed from In Progress to Closed
- Target version set to 2.0 – Home UI & Packages
- % Done changed from 40 to 100