

Doomsday Engine - Feature #2047

Allow user to select a specific IWAD file for a (custom) game session

2015-05-13 03:22 - rhargrave

Status:	Closed	Start date:	2015-05-13
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	User experience		
Target version:			
Description			
Right now, Doomsday locates by name game data. After it finds a list of candidate files, it selects the one which matches exactly the criteria for that game data file. Said criteria include a list of map names, and miscellaneous lumps. This can pose an issue in the case of both testing, and third-party game data (e.g. HACX 2.0). Although it may not be guaranteed at search-time that a non-matching IWAD is compatible with the engine, it is a comparably better experience that what is currently involved in getting the engine to select a non-standard IWAD. As an aside, this also allows for users to name game data in such a way that it is distinct from other data -- e.g. (doom, doom1, etc...).			
Related issues:			
Related to Feature #1600: Drop Snowberry		Closed	2014-04-19 2014-04-19

History

#1 - 2015-05-13 04:39 - danij

This is looking at the problem from the wrong perspective. Rather than overriding an IWAD for a pre-defined game mode one should instead be able to define an entirely new game mode configuration and then bundle both into a dynamically loaded package. Otherwise, runtime game selection can't really work correctly because the cart is before the horse.

If the intention is to override the IWAD data for a pre-defined game mode then the canonical way to do so is to load a PWAD on top.

#2 - 2015-05-13 05:59 - rhargrave

I agree. I had been thinking about this whilst out to lunch and this was one thought that I had -- to be able to define game profiles in Ring Zero, the logical extension of which is this.

#3 - 2015-05-13 10:23 - skyjake

- Tags changed from Snowberry, RingZero to RingZero, UI

- Subject changed from Allow for IWAD selection to be overridden by the user. to Allow user to select a specific IWAD file for a (custom) game session

#4 - 2015-11-10 11:37 - skyjake

- Parent task deleted (#1600)

#5 - 2015-11-10 11:37 - skyjake

- Related to Feature #1600: Drop Snowberry added

#6 - 2019-11-29 22:00 - skyjake

- Status changed from New to Closed

- Assignee set to skyjake

- % Done changed from 0 to 100

Done in 2.1.