

Doomsday Engine - Feature #1263

Directory structure grouped by game

2003-08-09 12:23 - chilvence

Status:	Closed	Start date:	2003-08-09
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Redesign		
Target version:			
Description			
<p>Ok, so this could be a pain to lots and lots of addons and authors, but I may as well test the water. Ill only say it once and never bug you about it.</p> <p>When I look in the doomsday dir, I find five different dir's with the name jDoom, in defs, docs, data, run and last but not least md2. This makes working on any one particular game quite painful, since you have to keep hopping between places to get to the files you want to edit. While making a model, my explorer tree takes up all the screen ;)</p> <p>I have already migrated all my ded's to data/jdoom/defs with no side effects; Models would work fine there too, if I were to patiently modify all the modelpaths in the model ded's, and in the md2's themselves. The only things that would be seperate after that are docs, which dont care where they are, and run, which I guess is hardcoded in the engine.</p> <p>With all that centralised, there would be a more game-mode based file structure, making it much simpler to work on each game. You could also move everything one level down from the data dir, since after moving everything into it, it would be one lonely directory in the doomsday folder.</p> <p>If that is all done, you could write a utility that migrates all files based on the old strucure to the new one. It would have to search ded's for any specific paths, search md2's for base relative skin paths, and modify them to suit. Then it would just move everything into where it thinks its new home should be.</p> <p>So you'd run it and end up with this tree:</p> <pre>doomsday -bin -jdoom --defs --demo --models --music --patches --run --savegame --textures --etc -jheretic</pre>			

-jhexen

-global
--fonts
--keymaps

quake ahoy!

Labels: Data

Related issues:

Related to Feature #1601: Package management

In Progress 2014-04-18

History

#1 - 2003-08-14 21:22 - skyjake

Logged In: YES
user_id=717323

I admit the current directory structure is not perfect, but I don't see enough incentive to change it. The current layout is functional, and groups files primary based on their type.

Do you have any more reasons that would warrant the change?

(You could open multiple Explorer windows...?)

#2 - 2003-08-14 21:23 - chilvence

Logged In: YES
user_id=675595

Primarily, what got me thinking this is the very last part of the doomsday 2 manifest. If you ever reach that goal[of having all/most classic fps's under one roof], anyone trying to add new content to one particular game would have to wade through a jungle of other games. At least assuming he has got them all.

That multiple window idea is good though, the obvious answer often eludes me....

#3 - 2003-08-14 21:23 - chilvence

Logged In: YES
user_id=675595

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#4 - 2003-08-14 21:39 - chilvence

Logged In: YES
user_id=675595

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#5 - 2003-08-15 08:49 - skyjake

Logged In: YES
user_id=717323

Doomsday 2 is naturally a different matter. As you suggest, it's probably best to group things by game. It will be easier this time around, when we've got an idea of all the things that the structure must support.

(Is there an echo here? :-))

#6 - 2003-08-16 10:30 - chilvence

Logged In: YES
user_id=675595

Um... I have to keep my mitts off the back button

#7 - 2013-10-20 20:18 - skyjake

- *Tags set to Resources, FileSystem*
- *Subject changed from Revised directory structure to Directory structure grouped by game*

#8 - 2016-07-05 23:24 - skyjake

- *Category set to Redesign*
- *Status changed from New to Closed*

Closing as obsolete.