

## Doomsday Engine - Feature #1330

### Prevention of loading default dde effect deds

2004-02-19 20:44 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2004-02-19
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> In mods like the jDRP it would be very usefull if you could skip loading the standard Doomsday particle and light deds.  A skipif at the start of each would suffice so when using the jDRP you could add it to the command line so it won't load them as it's got it's own particle & light deds.  <b>Labels:</b> Customizability	

#### History

##### #1 - 2004-02-21 19:36 - skyjake

Logged In: YES  
user\_id=717323

-nodefaultfx is now in Lights.ded and Particles.ded.

##### #2 - 2004-05-16 12:01 - skyjake

Logged In: YES  
user\_id=717323

Virtual files override real ones. What if jDRP provided (empty?) replacements for the default particle DED files?

A SkipIf would be convenient, though. Something like:

```
SkipIf -nodefaultfx;
```