

Doomsday Engine - Feature #1389

[InFine] Check if resource originates from an IWAD

2005-10-13 22:43 - daniij

Status:	New	Start date:	2005-10-13
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Enhancement		
Target version:	Modding		
Description The ability to check if a certain resource comes from an IWAD would be particularly useful. For example a fancy intro scripts/briefings could be implemented in jDRP without needing to disable them if running a PWAD with custom resources. Another useful thing to know would be if a text string has been replaced via Dehacked (when supported). Labels: InFine			
Related issues:			
Related to Feature #1608: Integrate Doomsday Script		Progressed	2013-10-22
Related to Feature #1632: InFine 2.0 (on top of Doomsday Script)		New	2013-10-22

History

#1 - 2005-10-16 21:16 - skyjake

Logged In: YES
user_id=717323

The code to check if a specific wad lump is in an IWAD already exists. I would assume that is helpful in implementing this.

#2 - 2009-10-04 22:27 - daniij

- assigned_to: Daniel Swanson --> nobody

#3 - 2012-09-19 11:22 - daniij

Logged In: YES
user_id=849456

I'd already noticed the code.

The RFE was mainly to remind me to do the necessary work in InFine :-)

#4 - 2013-10-21 20:54 - skyjake

- Tags set to InFine
- Subject changed from Check if patch/texture/flat originates from an IWAD to [InFine] Check if resource originates from an IWAD

#5 - 2019-11-29 18:38 - skyjake

- Category set to Enhancement
- Target version set to Modding

#6 - 2019-11-29 18:38 - skyjake

- Related to Feature #1608: Integrate Doomsday Script added

#7 - 2019-11-29 18:38 - skyjake

- *Related to Feature #1632: InFine 2.0 (on top of Doomsday Script) added*