

## Doomsday Engine - Feature #1392

### Read DEH files from PK3/ZIP

2005-10-17 23:26 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2005-10-17
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> It would be a huge plus if Doomsday supported loading DEH patches (as .DEH files) from within PK3/ZIP archives.  This would make Doomsday THE most user friendly port when it comes to playing (compatible) mods downloaded from /idgames, as even full TCs such as AliensTC could be played without further user installation, straight from the ZIP.  There can't be too much work involved in implementing this feature(?)  <b>Labels:</b> Data	

#### History

##### #1 - 2006-01-15 02:34 - danij

Logged In: YES  
user\_id=849456

This has been implemented for 1.9.0.  
Files with a .deh extension in the root of PK3/ZIP archives and in the Data/jDoom/Auto folder - are now read automatically.

After implementing this I was able to play the BatmanTC under jDoom without needing to unpack the zip I downloaded from /idgames