Doomsday Engine - Feature #1431

[GAME REQUEST] -Blood-

2006-10-30 14:44 - hellfrank

Status:	Closed	**Start date:**	2006-10-30
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:			

Description

Can you add Blood game(original or exp) to games list
on a future?

It would be nice...

Labels: Non-Doom Games

History

#1 - 2007-01-07 13:24 - danij

This is simply not feasible within the scope of the deng project for reasons stated in ashridah's post.

#2 - 2009-10-04 22:18 - ashridah

Logged In: YES
user_id=2918

There's two problems I can see with this request.

The first is that blood was built using the BUILD engine from 3d realms, not ID software's
doom engine. This would make porting the map formats and game logic very time consuming,
as the two engines haven't got much in common.

The second is that blood isn't opensource. Duke3D's source has been opened (and ported to
various platforms at http://www.icculus.org/BUILD/ and http://www.icculus.org/duke3d/ but
blood itself is basically unavailable (Although the engine itself has been ported, so a
good chunk of the work for blood's already been done)

While it would be cool to have this, it'd be a pretty major piece of work, and might be
better served integrating it into the opensource BUILD engine work than into doomsday.
Before that can happen of course, someone needs to convince 3drealms/monolith/whoever to
release the source to blood tho :(.