

Doomsday Engine - Feature #1454

[Snowberry] Better definition of colliding modules

2007-09-10 05:49 - kresjah

Status: Closed	Start date: 2007-09-10
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description	
<p>In the process of making Dreadus' Classic Shotgun model compatible with the Snowberry module format, I discovered that in where two modules collide and the modules have the same name, it is impossible to differentiate them.</p> <p>In this specific case, both the jDRP 1.01 HUD Shotgun module and the module I'm creating for Dreadus' Shotgun as simply named "Shotgun". When presented with the choice of which shotgun to use, a user will only see two instances of "Shotgun" on the list, not knowing which belongs to which.</p> <p>Although this can be fixed by authors renaming module names to contain unique prefixes, I'd recommend going for a more fail-proof methods. I therefore have two suggestions for a possible solution:</p> <ol style="list-style-type: none">1. Mouse-over for the module names in the collision list that shows information on the module allowing a user to identify which pack it belongs too.2. A tree-like list (similar to the standard snowberry addon list in) which would naturally show what modules belonged to which packs.	
Labels: Launcher	

History

#1 - 2007-10-04 06:08 - danij

Snowberry is to be phased out and replaced by internal/runtime configuration.