

Doomsday Engine - Feature #1500

Support for ZDoom ZIP-as-WAD feature

2009-11-14 20:31 - tolwyn

Status: New	Start date: 2009-11-14
Priority: Normal	% Done: 0%
Assignee:	
Category: 3rd party compatibility	
Target version: Modding	
Description There are a few other "conventions" in use by other ports that may/could make some other wads functional with Doomsday. The article: http://www.zdoom.org/wiki/Using_ZIPs_as_WAD_replacement uses almost the same structure as Doomsday with a couple exceptions. Can Doomsday also work with this structure convention (in addition to its own) (where resource-appropriate)?	
Labels: Data	
Related issues: Related to Feature #1834: Import Snowberry addon formats as Doomsday 2 packages Closed 2014-04-19	

History

#1 - 2013-10-22 10:36 - skyjake

- Tags set to Resources, ZDoom
- Subject changed from Support for aliasing of resources to Support for ZDoom ZIP-as-WAD feature
- Category set to 3rd party compatibility

#2 - 2015-05-21 03:23 - danij

- Related to Feature #1834: Import Snowberry addon formats as Doomsday 2 packages added

#3 - 2018-11-05 10:16 - skyjake

- Target version set to Modding