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