

## Doomsday Engine - Feature #1502

### Load any supported image format from WAD lump

2009-11-17 04:57 - danij

<b>Status:</b> New	<b>Start date:</b> 2009-11-17
<b>Priority:</b> High	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> Modding	
<b>Description</b> Many mods are now making use of this feature that has been available in other DOOM ports for a while now. Currently, if a user tries to load one of these mods in Doomsday it will result in an unhandled fatal error.	
<b>Labels:</b> Data	
<b>Related issues:</b> Related to Feature #1487: [InFine] ximage: support for 8-bit paletted PNG images <b>Closed</b> <b>2009-04-01</b>	

#### History

##### #1 - 2009-12-02 17:23 - tolwyn

Is this related to the "standard" (cough) that Doombuilder mentions? The folder structure standard?

perhaps an alias that Doomsday falls back on.  
e.g.: other ports put graphics in

/textures

and sounds in

/sounds

While Doomsday uses:  
/data/{game}/textures and /data/{game}/sfx

While no guarantee other ports' PWADS will run in Doomsday, this might help Doomsday PWADS running in other ports, all things being equal.

##### #2 - 2009-12-05 23:52 - danij

Is this related to the "standard" (cough) that Doombuilder mentions? The

folder structure standard?

No, this is about using e.g., PNG textures in place of DOOM patch-format lumps.

...perhaps an alias that Doomsday falls back on.

Doomsday already uses the /textures and /sounds directories in PK3s for high quality replacements whereas "other" ports have since opted to use the same locations for new resources. I would need to look into whether both can coexist in the same location but I doubt it.

##### #3 - 2010-01-02 22:20 - tolwyn

I was never able to put custom or replacement sounds in:

/data/jheretic/sounds/

only

/data/jheretic/sfx/

? So...

##### #4 - 2013-10-22 10:41 - skyjake

- *Tags set to Mod, Resources*
- *Priority changed from Normal to High*

**#5 - 2015-04-22 04:45 - danij**

- *Target version set to 44*

**#6 - 2015-05-03 14:30 - skyjake**

- *Target version changed from 44 to Rendering*

**#7 - 2016-03-27 08:06 - skyjake**

- *Target version changed from Rendering to Modding*