Doomsday Engine - Feature #1578

"doom-all" folder

2012-12-17 12:52 - skyjake

Status:	Rejected	**Start date:**	2012-12-17
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:	Enhancement		
Target version:			

Description

(Feature request from KuriKai.)

There is a "doom-ult" folder, "doom1" folder, and "doom-shareware" folder, but there is missing a doom1-all folder for mod authors and the dhtp pack.
So files can be loaded no matter if it is for doom shareware, doom1, and ultimate doom. but will not be used for doom2, nor final doom.
Currently because there is not a "doom-all" folder and because of that, the skys in doom1 are put in the root "textures" folder which means they get loaded automatically with doom2, and final doom because there are no textures yet for them

Labels: Game Mode, Resources

Related issues:

Related to Bug #1100: Doomsday needs a "doom-all" folder	**Rejected**	**2012-12-17**
Related to Feature #1601: Package management	**In Progress**	**2014-04-18**
Related to Feature #1762: Game hierarchy	**New**	**2014-04-18**

History

#1 - 2012-04-18 10:44 - skyjake

The closest thing we have on the roadmap is the "game mode hierarchy":

http://dengine.net/dew/index.php?title=Game_mode_hierarchy

#2 - 2013-10-22 12:55 - skyjake

- Tags set to Mod, Resources

- Category set to Enhancement

#3 - 2016-08-09 11:09 - skyjake

- Status changed from New to Rejected

Instead of folders, the planned solution for this kind of stuff is asset scoping (e.g., 3D model definitions in Doomsday 2). Eventually one can define assets that are used in one or more games.