Doomsday Engine - Feature #1600

Drop Snowberry

2013-10-18 13:27 - skyjake

Status:	Closed		**Start date:**	2014-04-19
Priority:	Normal		**% Done:**	100%
Assignee:	Deng Team			
Category:	Cleanup			
Target version:	2.0 – Home UI & Packages			

Description
Doomsday should not need a separate launcher once the Home screen (Ring Zero GUI) has been improved enough to support addons and resource configuration.
See: proposal

Subtasks:	
Feature # 1684: Launching without Snowberry	**Closed**
Feature # 2020: Remove Snowberry from distribution packages	**Closed**

Related issues:		
Related to Feature #1887: Migrate project build system to CMake 3	**Closed**	**2014-10-20**
Related to Bug #2003: Windows uninstaller leaves compiled Python files behind	**Closed**	**2015-03-26**
Related to Feature #4: UI improvements	**In Progress**	**2003-06-17**
Related to Feature #2072: Gracefully exit to Home on fatal error in a game (e...	**New**	**2015-05-27**
Related to Feature #2092: [Unix] Add .desktop files for apps in the installation	**Closed**	**2015-06-15**
Related to Feature #2047: Allow user to select a specific IWAD file for a (cu...	**Closed**	**2015-05-13**
Follows Feature #1601: Package management	**In Progress**	**2014-04-18**
Precedes Feature #2016: "Portable app" package (app contained in a folder, wi...	**Closed**	**2014-10-21**

Associated revisions

Revision bfbce9b3 - 2017-03-14 17:32 - skyjake

Snowberry: Moved Snowberry to the attic

Omitted from source packages.

IssueID #1600

Revision 8a86da4c - 2017-03-14 22:08 - skyjake

Snowberry: Moved Snowberry to the attic

Omitted from source packages.

IssueID #1600

History

#1 - 2013-10-18 13:27 - skyjake

- Description updated

#2 - 2013-10-18 13:28 - skyjake

- Target version set to 2.0 – Home UI & Packages

#3 - 2013-10-18 14:42 - skyjake

- Category set to Redesign

#4 - 2013-10-22 09:00 - skyjake

- Status changed from New to In Progress

#5 - 2013-11-11 10:52 - skyjake

- Description updated

#6 - 2013-11-11 10:53 - skyjake

- Description updated

In practice, it is quite a lot of work to replicate all of Snowberry's features in Doomsday. However, every day Snowberry is growing more outdated. To facilitate gradual transition away from Snowberry, the distribution packages should already allow one to launch Doomsday directly into Ring Zero while retaining Snowberry as-is. This way people who have problems with Snowberry could already skip it.

#8 - 2015-03-21 22:56 - skyjake

- Description updated

#9 - 2015-03-21 23:00 - skyjake

- Related to Feature #1887: Migrate project build system to CMake 3 added

#10 - 2015-03-28 18:11 - skyjake

- Related to Bug #2003: Windows uninstaller leaves compiled Python files behind added

#11 - 2015-04-22 04:38 - danij

- Target version changed from 2.0 – Home UI & Packages to 42

#12 - 2015-04-22 15:13 - vermil

I've been wondering if Dday should remove Snowberry from the very first 1.16 unstable build, irrespective of whether all of it's features are easily accessible via Ring Zero or the Taskbar (all of Snowberry's features are accessible in some way by Dday or the command line)? There are some features of Dday I wouldn't suggest doing such a thing with, but I debate that with this feature and it's 'state', that it might be beneficial?

To give the new UI a public testing so to speak; currently I think Snowberry means that 99.9% of users will completely bypass Ring Zero and the Taskbar.

I have to admit that I'm not sure under which tracker issue that discussion on dropping Snowberry belongs?

#13 - 2015-04-23 02:35 - danij

Dropping Snowberry is (IMO) the single most important near-term milestone that we've yet to reach. Its not simply a case of some users having trouble with it. Until we get rid of Snowberry the majority of users will bypass the home screen, not encounter the task bar and consequently overlook the majority of what we've been working on over the past few years. Snowberry has now long overstayed its welcome.

The fact that several add-on formats are only understood by the front end (!) is a significant hurdle. While one can argue that Snowberry is already unnecessary and can be skipped, this rather depends upon the add-ons you use. The average user does not understand how to repackage add-ons like the jDRP so they can be used without Snowberry. Therefore, using Doomsday without Snowberry is not an option for some people. (Logically speaking, Doomsday is currently *dependent* on Snowberry, meaning its not accurate to describe it as a "front end" as such).

#14 - 2015-04-23 12:55 - vermil

danij wrote:

> The fact that several add-on formats are only understood by the front end (!) is a significant hurdle.

I fully understand where yourself is coming from with this, but I also think it needs to be noted that the only released mods, that I can think of, that ever used these formats were the three main model packs?

These could probably easily be re-packaged as standard pk3's with additional smaller pk3's for the optional alternate models offered by a couple of them?

I think the Snowberry specific add-on formats could be pushed way down the list of requirements (i.e I would separate supporting them from loading standard pwads and/or pk3's and move it far far lower down the list of priorities with the UI.

Snowberry's predecessor Kickstart also had its own add-on format (ksa files). Neither Snowberry or Doomsday itself has ever added backward compatibility support for that (i.e something like a decade later or so) and there has never been any issue raised by users to my knowledge.

This is because it was only used by a couple of released add-on's in its time (as far as I am aware), one of which was the Doom model pack, which was updated to a Snowberry add-on format, which as mentioned above, has in hindsight, been similarly underused.

The point I'm making is, consider cutting the Snowberry add-on formats completely, as an un-successful evolution and don't worry about supporting them in modern Dday (not to say Dday shouldn't try a new add-on format again in future of course)?

#15 - 2015-04-23 16:28 - skyjake

vermil wrote:

> I've been wondering if Dday should remove Snowberry from the very first 1.16 unstable build, irrespective of whether all of it's features are easily accessible via Ring Zero or the Taskbar (all of Snowberry's features are accessible in some way by Dday or the command line)?

I agree with both of you that Snowberry needs to go soon. In practice the way I see this playing out is that we just remove it from the unstable builds (of the next stable release), accept that certain addons will be temporarily unavailable (in a GUI-only usage scenario), and then start rebuilding the required features into the engine.

Naturally we can't release a *stable* version without Snowberry until all the major addons are again supported. However, I don't see adding support for the Snowberry bundles as a major obstacle -- after all, they are mostly containers for PK3s with some lightweight configuration.

#16 - 2015-04-24 19:57 - danij

- Precedes Feature #2016: "Portable app" package (app contained in a folder, with all user data included; e.g., for USB sticks) added

#17 - 2015-05-03 14:22 - skyjake

- Target version changed from 42 to 2.0 – Home UI & Packages

#18 - 2015-05-08 05:54 - skyjake

- Related to Feature #4: UI improvements added

#19 - 2015-05-27 20:58 - rhargrave

- Related to Feature #2072: Gracefully exit to Home on fatal error in a game (e.g., DED/resource error) added

#20 - 2015-06-15 22:27 - skyjake

- Related to Feature #2092: [Unix] Add .desktop files for apps in the installation added

#21 - 2015-11-10 11:37 - skyjake

- Related to Feature #2047: Allow user to select a specific IWAD file for a (custom) game session added

#22 - 2015-11-10 11:37 - skyjake

- Status changed from In Progress to Closed

#23 - 2017-02-25 17:50 - skyjake

- Tags changed from RingZero, Snowberry to Snowberry, Home

#24 - 2017-02-25 18:06 - skyjake

- Category changed from Redesign to Cleanup