

Doomsday Engine - Feature #1666

[Dehacked] Support for sprite renaming

2013-11-25 15:03 - vermil

Status: Closed	Start date: 2013-11-25
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category: Enhancement	
Target version: 2.3	
Description Pretty much what the subject states. Though it seems Deng team are aware of this; when a Dehacked patch that remaps sprite names is loaded, a message saying it isn't supported is logged in the console.	
Related issues:	
Related to Bug #2354: Compatibility with TNT: Revolution (MAP30)	In Progress 2019-11-26
Related to Feature #1668: Support id Tech 1 map hacks with sector lightlevels...	New 2013-11-25

Associated revisions

Revision 3fb21178 - 2019-12-18 21:44 - skyjake

DeHackEd: Apply sprite name patches

Sprite names are changed in the Sprite and State definitions.

IssueID #1666

History

#1 - 2013-11-25 15:06 - vermil

An example of a notable new release that uses the feature of Dehacked:

<http://www.doomworld.com/vb/wads-mods/66113-doom-2-the-way-id-did-released-bugfix-update-nov-16/>

#2 - 2013-11-26 13:35 - skyjake

- Tags set to DeHackEd, Resources

- Subject changed from Dday doesn't support Dehacked sprite renaming to [Dehacked] Support for Dehacked sprite renaming

- Category set to Vanilla emulation

#3 - 2013-11-26 13:36 - skyjake

- Subject changed from [Dehacked] Support for Dehacked sprite renaming to [Dehacked] Support for sprite renaming

#4 - 2013-12-18 13:21 - danij

- Status changed from New to In Progress

- % Done changed from 0 to 10

#5 - 2015-07-07 07:59 - danij

- Category changed from Vanilla emulation to Enhancement

- Assignee set to danij

- Target version set to 2.0 – Home UI & Packages

#6 - 2016-07-05 23:46 - skyjake

- Status changed from In Progress to Progressed

#7 - 2016-10-15 21:44 - skyjake

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

#8 - 2019-11-27 06:00 - skyjake

- Related to Bug #2354: Compatibility with TNT: Revolution (MAP30) added

#9 - 2019-11-29 23:06 - skyjake

- Assignee deleted (daniij)

#10 - 2019-12-15 07:35 - skyjake

- Related to Feature #1668: Support id Tech 1 map hacks with sector lightlevels outside expected [0..255] range added

#11 - 2019-12-15 07:36 - skyjake

- Target version changed from Modding to 2.3

#12 - 2019-12-18 21:03 - skyjake

- Status changed from Progressed to In Progress

- Assignee set to skyjake

- % Done changed from 10 to 70

I've enabled sprite renaming. The DEH reader changes the names of the defined Sprites, and updates State definitions accordingly to refer to the new sprite names. Needs some testing to see how compatible this is with existing DEH patches.

#13 - 2019-12-18 21:46 - skyjake

- % Done changed from 70 to 100

[vermil](#): Please test and see if this works as expected. Patched sprites in TNT Revilution and D2TWiD at least seem to work.

#14 - 2020-02-05 07:54 - skyjake

- Status changed from In Progress to Resolved

#15 - 2020-12-08 08:27 - skyjake

- Status changed from Resolved to Closed