

Doomsday Engine - Bug #1729

Repeat loading of DEHACKED patches specified on the command line following a game change

2014-02-25 15:26 - vermil

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|--|--------------------------|--------------------|-------------------|
| Status: | Closed | Start date: | 2014-02-25 |
| Priority: | Normal | % Done: | 100% |
| Assignee: | skyjake | | |
| Category: | Defect | | |
| Target version: | 2.0 – Home UI & Packages | | |
| Description | | | |
| Unloading a game, doesn't unload any external Dehacked patches loaded. | | | |
| Related issues: | | | |
| Related to Feature #1586: Load/manage add-ons from the home screen | | Closed | 2014-12-04 |
| Related to Feature #1601: Package management | | In Progress | 2014-04-18 |

History

#1 - 2014-02-25 15:42 - danij

That's not possible. When a game is unloaded the entire definition database is reset before then parsing only those definitions which should be present in Ring Zero.

Can you explain the problem you have observed and provide step by step instructions on how to reproduce it.

#2 - 2014-02-25 15:49 - danij

- Assignee set to vermil

#3 - 2014-02-25 16:00 - vermil

I'm using this mod with Dday, that comes with an external Dehacked patch.

<http://www.doomworld.com/idgames/index.php?file=levels/doom2/Ports/m-o/marspr9c.zip>

1. I launch Doom2 with the pwad and deh, through Snowberry.
2. I then unload the game (console command or taskbar).

If I then try to load any game (even Heretic or HeXen) through Ring Zero, the mods Dehacked patch is still being applied, with a variety of negative results on each game's mobs (for instance a crash at the start of E1M1 in Heretic's case).

#4 - 2014-02-25 16:08 - danij

It sounds like the game session file list is not being cleared upon unloading the game, leading to the DEHACKED patch being loaded again when the current game is changed. I'll investigate...

#5 - 2014-02-25 16:10 - danij

- Subject changed from 'unload' misses Dehacked patches to Repeat loading of DEHACKED patches specified on the command line following a game change

- Assignee changed from vermil to danij

- Priority changed from Normal to High

- Target version set to 1.14

#6 - 2014-02-25 16:13 - danij

- Tags set to RingZero, Resources

#7 - 2014-02-25 16:14 - danij

- Tags changed from RingZero, Resources to RingZero, Resources, DeHackEd

#8 - 2014-04-04 04:41 - danij

- Status changed from New to In Progress

- % Done changed from 0 to 20

#9 - 2014-04-04 05:12 - danij

- % Done changed from 20 to 70

#10 - 2014-04-16 13:18 - skyjake

- Target version changed from 1.14 to 1.15

#11 - 2015-02-12 12:28 - vermil

I would like to add that this issue also affects ded's.

One can easily see such, by loading a ded that references a non-existing mobj state (the alert is repeated every time one returns to Ring Zero or loads a game).

#12 - 2015-03-03 03:33 - danij

- Assignee changed from danij to Deng Team

- Target version changed from 1.15 to 42

#13 - 2015-03-03 03:33 - danij

To fix the underlying issue the Right Way, requires implementing a new mechanism for describing game sessions; including the ordered list of add-ons, values for what were previously the games' command line options, and the session ID for multiplayer.

While it would be straightforward to add a one-line check to only load add-ons specified on the command line, when changing game if -game is specified and valid - this wouldn't address the issue of repeat application of command line options intended for the game. As such, doing so would introduce unintuitive behavior.

Consequently, although incorrect and unexpected, the current behavior is good enough until such time as a proper mechanism for game session handling (and persistence thereof) is implemented.

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

- Priority changed from High to Normal

#15 - 2015-05-03 17:04 - skyjake

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

#16 - 2015-05-03 19:28 - skyjake

- Assignee deleted (Deng Team)

#17 - 2016-07-06 00:06 - skyjake

- Related to Feature #1586: Load/manage add-ons from the home screen added

#18 - 2016-07-06 00:06 - skyjake

- Related to Feature #1601: Package management added

#19 - 2016-07-06 00:07 - skyjake

- Tags changed from RingZero, Resources, DeHackEd to RingZero, Resources, DeHackEd, Packages

- Category set to Defect

- Assignee set to skyjake

#20 - 2017-01-07 10:39 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 70 to 100

Dehacked patches are now loaded via the package system, and the "-deh" option has been replaced. See [8310385/79ifa](https://github.com/8310385/79ifa).

#21 - 2017-01-20 13:00 - skyjake

- Status changed from Resolved to Closed

#22 - 2017-02-25 17:50 - skyjake

- Tags changed from RingZero, Resources, DeHackEd, Packages to Resources, DeHackEd, Packages, Home