Doomsday Engine - Feature #1749

Built-in effects should come in resource packs

2014-04-16 20:01 - skyjake

Status:	New		**Start date:**	2014-04-16
Priority:	High		**% Done:**	0%
Assignee:	skyjake			
Category:	Cleanup			
Target version:	3.0			

Description

All the effects and resources that Doomsday adds in the default, built-in distribution should be packaged in resource packs that can then be managed with the upcoming internal package manager. However, these resource packs can still be included in the Doomsday distribution so that there is at least some basic effects provided in a basic install.

Related issues:

Related to Feature #1601: Package management	**In Progress**	**2014-04-18**
Related to Feature #1471: Standard definitions should conform to vanilla	**New**	**2008-09-24**

History

#1 - 2019-11-29 19:27 - skyjake

- Category changed from Enhancement to Cleanup

- Target version set to 3.0

#2 - 2019-11-29 20:15 - skyjake

- Assignee set to skyjake