

Doomsday Engine - Feature #1761

Feature # 1601 (In Progress): Package management

FS2 resource packages

2014-04-18 08:03 - skyjake

Status:	Closed	Start date:	2014-04-18
Priority:	Urgent	% Done:	100%
Assignee:	skyjake		
Category:	Redesign		
Target version:	1.15		
Description There are already conventions in place for resource packaging in FS2: <ul style="list-style-type: none">zipped folders with .pack, .save, etc. extensionInfo (ScriptedInfo) metadata However, the Snowberry resource package formats also need to be understood by the file system. For full fledged package management, though, the file system needs to know which packages are in use and which ones are not. Also see the Resource package proposal.			
Related issues:			
Related to Feature #1766: Server-supplied (i.e., remote) resource files		Closed	2014-04-18
Precedes Feature #1834: Import Snowberry addon formats as Doomsday 2 packages		Closed	2014-04-19

History

- #1 - 2014-04-18 08:04 - skyjake
 - Description updated
- #2 - 2014-04-18 08:05 - skyjake
 - Description updated
- #3 - 2014-07-17 11:11 - skyjake
 - Assignee set to skyjake
 - Target version set to 1.15
 - % Done changed from 0 to 80
- #4 - 2014-07-17 11:13 - skyjake
 - Precedes Feature #1834: Import Snowberry addon formats as Doomsday 2 packages added
- #5 - 2014-08-16 15:42 - skyjake
 - Status changed from New to Closed
 - % Done changed from 80 to 100
- #6 - 2014-08-16 15:45 - skyjake

The basic operating principles of FS2 packages are now in place:

 - package metadata stored in container file's metadata
 - symlinks to loaded packages under /packs
 - package assets and asset symlinks
 - observing availability of packages and assets
 - DS hooks for load/unload
 - file indexing that takes packages into account