Doomsday Engine - Feature #1837

Recognize id Tech 1 maps using heuristic analysis

2014-07-17 16:03 - danij

Status:	Closed	**Start date:**	2014-07-17
Priority:	High	**% Done:**	100%
Assignee:	danij		
Category:	Redesign		
Target version:	1.15		

Description

Presently the engine is unaware of map resources until they are requested by the game when changing map. This makes it impossible for the engine to preform background processing on such resources and also forces the game to manage these resources.

Unfortunately id Tech 1 format map lacks a 100% reliable method of identification, as there is no signature or "magic bytes" with which to identify them.

As such, a heuristic based approach must be used instead.

History

#1 - 2014-07-17 16:03 - danij

- % Done changed from 0 to 100

#2 - 2014-07-17 16:04 - danij

- Status changed from New to Closed