

## Doomsday Engine - Bug #2034

### [HeXen DK] Snowberry versus Ring Zero launching

2015-05-03 22:31 - vermil

<b>Status:</b>	Closed	<b>Start date:</b>	2015-05-03
<b>Priority:</b>	High	<b>% Done:</b>	100%
<b>Assignee:</b>	Deng Team		
<b>Category:</b>	Defect		
<b>Target version:</b>	1.15		
<b>Description</b>			
If one launches HeXen DK via Ring Zero, no map author is displayed with the map titles (correct behaviour).  But if one launches HeXen DK via Snowberry (i.e launches straight into the game basically), a map author is displayed; the default 'unknown' (incorrect behaviour)			

#### Associated revisions

##### Revision f9a121a8 - 2015-05-14 23:14 - skyjake

Snowberry: Use "-iwad" when addon is an IWAD file

Needs testing with the next build to see if this is a sufficient fix.

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##### Revision 2bce8025 - 2015-05-15 13:54 - skyjake

Snowberry|Fixed: Always load Deathkings WAD with the "-iwad" option

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##### Revision 0a003e0f - 2015-05-15 21:47 - skyjake

Snowberry: All WAD addons except hexdd.wad are loaded with "-file"

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##### Revision 906e8e3a - 2015-05-15 21:47 - skyjake

Snowberry: All WAD addons except hexdd.wad are loaded with "-file"

IssueID #2034

#### History

##### #1 - 2015-05-04 06:23 - danij

- Category set to Defect
- Status changed from New to In Progress
- Assignee set to danij
- Priority changed from Normal to High
- Target version set to 1.15

##### #2 - 2015-05-14 01:39 - danij

It appears this problem is quite simply that HEXDD.wad is being loaded twice when launched from Snowberry. A summary of what is happening in my case at least:

```
Selecting game 'hexen-dk'...
Loading game resources...
Loading "%HOMEPATH%\Documents\DOOM\IWADS\HEXEN.wad"...
IWAD identification: 0x166c805
Loading "%HOMEPATH%\Documents\DOOM\IWADS\HEXDD.wad"...
IWAD identification: 0x480bc0
Loading "(basedir)\data\jhexen\libhexen.pk3"...
Loading "%HOMEPATH%\Documents\Doomsday Frontend\addons\HEXDD.wad"...
```

First HEXDD.wad is loaded as a required/startup component for the hexen-dk game mode (as IWAD data / non-custom). It is then tried again because Snowberry specifies to load it using -file (as PWAD data / custom) suggesting that the lumps it contains are being appended to the LumpIndex and thus overriding the previously loaded lumps. (Needs verifying.)

### #3 - 2015-05-14 01:44 - danij

My take is this is simply obsolete logic in Snowberry - both HEXEN.WAD and HEXDD,WAD should be specified with -iwad so that -file can be used as defined, allowing an IWAD to be passed and interpreted as a PWAD regardless of its identifier. (See relevant discussion here: [#2047](#))

### #4 - 2015-05-14 02:24 - danij

- Tags set to Hexen, Snowberry

- Assignee changed from danij to Deng Team

### #5 - 2015-05-15 07:34 - danij

Build1595 - Snowberry is still using -file for HEXDD.wad for me.

Options.rsp:

```
-basedir "C:\Program Files (x86)\Doomsday"  
-file "C:\Users\DaniJ\Documents\Doomsday Frontend\addons\HEXDD.wad"  
-sfxchan 16  
-notexcomp  
-game hexen-dk  
-iwad "C:\Users\DaniJ\Documents\DOOM\IWADS\HEXEN.wad"
```

### #6 - 2015-05-15 08:37 - skyjake

I'll do some Python debugging...

### #7 - 2015-05-15 08:37 - skyjake

- % Done changed from 0 to 20

### #8 - 2015-05-15 09:02 - skyjake

I tried it with Fedora, and it did work correctly: "-iwad" was used for both WADs, and hexdd.wad wasn't loaded twice at runtime.

### #9 - 2015-05-15 10:25 - danij

On Windows the Python sources are compiled to bytecode .pyc files I believe, perhaps the executable was built from old versions?

### #10 - 2015-05-15 10:42 - skyjake

Could you check if your copy of hexdd.wad actually identifies itself as an IWAD? I just tried 1595 on Windows and it did also work there correctly for me.

bytecode .pyc

I think py2exe bytecompiles all the Python modules when it packages the executable, so this shouldn't be a problem.

### #11 - 2015-05-15 10:53 - danij

Note that regardless of whether hexdd.wad is marked as an IWAD it should be treated by Snowberry as a required/startup game data file and therefore specified with -iwad.

I'll check my copy...

### #12 - 2015-05-15 11:12 - danij

My copy of hexdd.wad is indeed a PWAD

### #13 - 2015-05-15 11:48 - skyjake

That's interesting. I wonder if yours is from a different version?

Well, this means Snowberry just has to treat the "hexdd-wad" addon as a special case and not rely on the identifier. I'll make the changes.

regardless of whether hexdd.wad is marked as an IWAD it should be treated by Snowberry as a required/startup game data file

Unfortunately, Snowberry lacks the concept of multiple startup data files, so this can't be solved without a kludge.

**#14 - 2015-05-15 12:05 - danij**

skyjake wrote:

That's interesting. I wonder if yours is from a different version?

Could be. Mine has been patched to 1.1

**#15 - 2015-05-15 12:57 - vermil**

My versions of DK 1.0 and 1.1 (from patching my 1.0 lwad) are both marked as lwads.

**#16 - 2015-05-15 13:54 - skyjake**

- *Status changed from In Progress to Resolved*

- *% Done changed from 20 to 100*

**#17 - 2015-05-15 14:26 - skyjake**

- *Tags changed from Hexen, Snowberry to Hexen, Snowberry, Deathkings*

**#18 - 2015-05-18 22:23 - danij**

- *Status changed from Resolved to Closed*