

## Doomsday Engine - Feature #2093

### Processing definitions generated from MAPINFO in ZDoom vs. Hexen mode

2015-06-19 15:11 - skyjake

<b>Status:</b>	New	<b>Start date:</b>	2015-06-19
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>	Deng Team		
<b>Category:</b>	3rd party compatibility		
<b>Target version:</b>	Modding		
<b>Description</b>			
Processing of the information in the MAPINFO lump depends on whether the lump is from Hexen or from ZDoom. The requirements for these two use cases are different, so the same logic cannot be used. In 1.15.0, the definitions from MAPINFO are processed in a ZDoom-friendly way, but this doesn't fully work in Hexen ( <a href="#">#2083</a> ).			
<b>Related issues:</b>			
Related to Bug #2083: [Hexen] Spurious warning messages about music ("ignorin...		<b>Closed</b>	<b>2015-06-08</b>

#### Associated revisions

##### Revision c35214ba - 2015-06-19 16:36 - skyjake

Fixed|Hexen: Omit warnings about music definitions from MAPINFO

Temporary workaround.

IssueID #2083

IssueID #2093

#### History

##### #1 - 2015-06-19 15:11 - skyjake

- Related to Bug #2083: [Hexen] Spurious warning messages about music ("ignoring unknown music in TranslatedMapinfos") added

##### #2 - 2015-06-19 15:12 - skyjake

- Description updated

##### #3 - 2016-03-27 08:20 - skyjake

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