

Doomsday Engine - Feature #2122

Autodetect games installed from GOG.com

2015-10-28 14:12 - vermil

Status:	Closed	Start date:	2015-10-28
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Enhancement		
Target version:	2.0 – Home UI & Packages		
Description			
As Doom has been released on GOG, it might be cool if Dday could auto locate it as it does with Steam installs of Doom?			
Some information about detecting it.			
https://www.doomworld.com/vb/source-ports/74378-detecting-gog-com-iwads/			

Associated revisions

Revision eb5ba5cb - 2016-11-20 19:28 - skyjake

Resources|libdoomsday: Autodetect GOG.com IWAD folders

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Revision 32fb35cf - 2016-11-20 20:06 - skyjake

Resources|Client: Improved GOG.com path detection

IssueID #2122

History

#1 - 2015-10-28 14:12 - vermil

- Tracker changed from Bug to Feature

#2 - 2015-11-03 09:12 - skyjake

- Priority changed from Normal to High

#3 - 2016-05-13 13:55 - skyjake

- Priority changed from High to Normal

#4 - 2016-08-07 10:19 - skyjake

- Assignee set to skyjake

#5 - 2016-11-20 19:07 - skyjake

- Tags set to Resources, Doom

- Category set to Enhancement

- Status changed from New to In Progress

#6 - 2016-11-20 20:07 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 0 to 100

Tested with the latest GOG Galaxy installer beta and Ultimate DOOM.

#7 - 2016-11-20 20:09 - skyjake

- Subject changed from GOG version auto detection to Autodetect games installed from GOG.com

#8 - 2016-11-22 19:59 - skyjake

- Status changed from Resolved to Closed