# Doomsday Engine - Bug #2178

## Packages do not load at runtime from UI sidebar

2016-09-06 05:38 - Drako

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|---|---|---|---|---|
| **Status:** | Closed | | **Start date:** | 2016-09-06 |
| **Priority:** | Normal | | **% Done:** | 100% |
| **Assignee:** | skyjake | | | |
| **Category:** | User experience | | | |
| **Target version:** | | | | |

| **Description** |
|---|
| build 2072<br>I ran Doom2 with no packages. Then I use the UI menu "Packages..." to load the hires package. The package seems to be loaded since there is option in the UI to "Unload" it. Then I start a new game and I clearly see that the package is not used. I check the "Packages..." option in the UI and it still allows me to "Unload" the package,<br>The package works fine when I load it from the home UI before the game is loaded.<br>I attach the doomsday.out file. |

## Associated revisions

### Revision 69e481bd - 2016-10-26 22:35 - skyjake

Resources|FS|libdoomsday: Loading data files via packages; added "defsPath"

When a package is loaded, the corresponding FS1 data file is loaded
by libdoomsday's Resources class. The res::DoomsdayPackage utility
provides the URI for loading.

Packages may now specify a "defsPath" in their metadata. This is
assumed to contain DED files that will automatically be loaded when
definitions are read.

IssueID #2178

## History

### #1 - 2016-09-06 08:46 - skyjake

> I ran Doom2 with no packages. Then I use the UI menu "Packages..." to load the hires package.

After you've clicked "Load" on the package, have you tried manually entering a "reset" command in the console? That should cause the high-res textures to be loaded.

I believe the Packages sidebar currently does not cause the engine to actually refresh the resources, it just marks the package as loaded or unloaded.

### #2 - 2016-09-06 08:46 - skyjake

*- Category changed from Defect to User experience*

*- Target version set to 49*

### #3 - 2016-09-06 08:48 - skyjake

*- Subject changed from Packages do not load t runtime from UI menu to Packages do not load at runtime from UI sidebar*

### #4 - 2016-09-07 04:43 - Drako

skyjake wrote:

> After you've clicked "Load" on the package, have you tried manually entering a "reset" command in the console? That should cause the high-res textures to be loaded.

No, "reset" did not help.

**#5 - 2016-10-26 22:29 - skyjake**

*- Status changed from New to Resolved*

*- % Done changed from 0 to 100*

**#6 - 2016-10-26 22:30 - skyjake**

*- Assignee set to skyjake*

**#7 - 2016-11-02 08:32 - skyjake**

*- Status changed from Resolved to Closed*

**#8 - 2017-02-25 12:02 - skyjake**

*- Target version deleted (49)*

## Files

| | | | |
|---|---|---|---|
| doomsday.zip | 213 KB | 2016-09-06 | Drako |