

Doomsday Engine - Bug #220

External def files fail to utilize 3D models in Mac OS X

2005-02-27 11:06 - khom

Status: Closed	Start date: 2005-02-27
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.8.6	

Description

Files:
deng-1.8.6-beta2.dmg
jdoom-resource-pack-1.01.zip

Description:
While resource packs located outside Doomsday.app seem to load just fine, it appears that the definition file must be inserted into Doomsday.app (see directory structure below) in order for the models to actually be used.

3D Models Working =====
jDRP.ded inserted into app as
/Applications/Doomsday/MiniStart.app/Contents/Doomsday.app/Contents/Resources/Defs/jDoom/jDRP.ded

```
<[MiniStart]>
Game: Doom
Main IWAD file: /Applications/Doomsday/doom.wad
Custom options: -nomusic -file
/Applications/Doomsday/Data/jDoom/jDRP.pk3 -def
}Defs/jDoom/jDRP.ded
[Play]
```

```
cp ~/.doomsday/Doomsday.out ~/.doomsday/internalDefs.out
```

No 3D Models =====
jDRP.ded located at
/Applications/Doomsday/Defs/jDoom/jDRP.ded

```
<[MiniStart]>
Game: Doom
Main IWAD file: /Applications/Doomsday/doom.wad
Custom options: -nomusic -file
/Applications/Doomsday/Data/jDoom/jDRP.pk3 -def
/Applications/Doomsday/Defs/jDoom/jDRP.ded
[Play]
```

```
cp ~/.doomsday/Doomsday.out ~/.doomsday/externalDefs.out
```

Despite seeing W_AddFile correctly for each pk3, sprites are still used and R_InitModels is done in 0.00 seconds.

Analysis =====
iMac:~/.doomsday khom\$ diff internalDefs.out externalDefs.out
129c129
< Reading definition file: }Defs/jDoom/jDRP.ded

Reading definition file:

```
/Applications/Doomsday/Defs/jDoom/jDRP.ded
```

```
131c131
```

```
< 1369 states
```

```
---
```

```
974 states
```

```
133,134c133
```

```
< 1395 models
```

```
< 174 lights
```

```
---
```

```
8 lights
```

```
138c137
```

```
< 147 particle generators
```

```
---
```

```
27 particle generators
```

```
152c151
```

```
< R_InitModels: Done in 2.96 seconds.
```

```
---
```

```
R_InitModels: Done in 0.00 seconds.
```

Labels: Resources

History

#1 - 2005-02-27 11:06 - khom

Two ~/.doomsday/Doomsday.log files reflecting output from internal and external def files

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/295b2e94/5d71/attachment/doomLogs.tar.bz2

#2 - 2005-02-27 12:49 - skyjake

Logged In: YES

user_id=717323

This is an artifact of Doomsday's path logic and the way jDRP 1.01 has been packaged. A DED file separate from the main PK3 will cause certain complications. But as such, there is no bug here.

The correct way to get around this problem is to put jDRP.ded inside the PK3 as "Defs/jDoom/jDRP.ded". Then it is possible to use the command line option "-def }Defs/jDoom/jDRP.ded" to load it from inside the PK3.

However, the upcoming new launcher will hide these issues from the user.