Doomsday Engine - Bug #2296

FreeDoom IWAD detection problems

2018-11-11 03:39 - Drako

Status:	Closed	**Start date:**	2018-11-10
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:	3rd party compatibility		
Target version:	2.1 (Late 2018)		

Description

freedoom wads are only detected if placed in doomsday\data folder
chex3.wad is not detected (size 19 191 031 downloaded from http://www.chucktropolis.com/gamers.htm)

windows x64 build 2869

Associated revisions

Revision 61c017ba - 2018-11-11 09:44 - skyjake

Resources|libdoomsday: Recognized FreeDoom version 0.11.3

IssueID #2296

History

#1 - 2018-11-11 08:35 - vermil

Dday doesn't detect the latest version of Freedoom (the wad has been updated since Dday added support for the version at the time).

Chex Quest 3 is not supported by Dday, only Chex Quest 1. Chex Quest 3 requires ZDoom.

#2 - 2018-11-11 09:44 - skyjake

- Subject changed from IWAD detection problems to FreeDoom IWAD detection problems

- Status changed from New to Resolved

- Assignee set to skyjake

- % Done changed from 0 to 100

Added detection of FreeDoom 0.11.3.

#3 - 2018-11-18 08:06 - skyjake

- Status changed from Resolved to Closed