

Doomsday Engine - Bug #2382

Recognizing IWAD/PWAD files with more accuracy (using CRC-32)

2019-12-27 12:52 - skyjake

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|---|-------------|--------------------|-------------------|
| Status: | New | Start date: | 2019-12-27 |
| Priority: | High | % Done: | 0% |
| Assignee: | skyjake | | |
| Category: | Enhancement | | |
| Target version: | 2.3.x | | |
| Description | | | |
| Doomsday's data file recognition code depends on a few quick-to-determine pieces of information, such as file size and the CRC-32 of the WAD directory lump listing. | | | |
| However, some IWADs like Doom II v1.7 and v1.7a can only be recognized as unique files if one considers the full contents of the file and not just the metadata. CRC-32 is a pretty good choice for this as it is simple and fast to compute. | | | |
| The data file recognizer should calculate the CRC-32 checksum of full WAD file contents (of all found WAD files) and use that as one of the criteria for detection. | | | |
| Related issues: | | | |
| Related to Bug #2328: Not all official releases of IWADs are recognized (e.g.... | | New | 2019-04-25 |
| Related to Bug #2287: Macintosh variant of HEXEN.WAD is not recognized | | Closed | 2018-10-26 |
| Related to Feature #2351: Recognize Freedoom 0.12.1 IWADs | | Closed | 2019-11-15 |
| Related to Bug #138: jHeretic: IWAD 00b948d7 Not Recognized | | Closed | 2003-09-25 |
| Related to Bug #23: jDoom fails to recognize Doom2.wad "00f6d407" | | Closed | 2003-03-13 |
| Related to Feature #2393: Map selection UI for Master Levels for Doom II (Epi... | | New | 2020-01-03 |

History

#1 - 2019-12-27 12:52 - skyjake

- Subject changed from Recognizing IWAD/PWAD files with more accurary (using CRC-32) to Recognizing IWAD/PWAD files with more accuracy (using CRC-32)

#2 - 2019-12-27 12:54 - skyjake

- Related to Bug #2328: Not all official releases of IWADs are recognized (e.g., older than v1.9) added

#3 - 2019-12-27 12:55 - skyjake

- Related to Bug #2287: Macintosh variant of HEXEN.WAD is not recognized added

#4 - 2019-12-27 12:55 - skyjake

- Related to Feature #2351: Recognize Freedoom 0.12.1 IWADs added

#5 - 2019-12-27 12:55 - skyjake

- Related to Bug #138: jHeretic: IWAD 00b948d7 Not Recognized added

#6 - 2019-12-27 12:55 - skyjake

- Related to Bug #23: jDoom fails to recognize Doom2.wad "00f6d407" added

#7 - 2020-01-04 17:44 - skyjake

- Related to Feature #2393: Map selection UI for Master Levels for Doom II (Episode with additional packages) added

#8 - 2020-02-05 07:55 - skyjake

- Priority changed from Normal to High

#9 - 2020-12-08 08:26 - skyjake

- Target version changed from 2.3 to 2.3.x