

Doomsday Engine - Feature #2394

Episodes defined in game profile

2020-01-05 09:00 - skyjake

<b>Status:</b>	New	<b>Start date:</b>	2020-01-05
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>	Deng Team		
<b>Category:</b>	Enhancement		
<b>Target version:</b>	User interface		
<b>Description</b>			
@Drako:			
There should be an easy way to organize PWAD files as episodes in profiles. The PWAD files in such profiles should be automatically downloaded if the URL is provided. Maps in these PWAD could be identified by the CRC-32 of a PWAD and the MAP internal name (see <a href="#">#2382</a> ).			
In practice, new information would be added in game.dei. An Episode block would specify one or more PWADs to load, and optionally a full Episode DED that specifies the level progression. Autogenerating a progression would also be possible be just looking at what maps are provided by the PWADs.			
<pre>profile {   name: Master Levels for DOOM II   game: doom2   episode "The Catwalk" {     pwads &lt;CATWALK.WAD@120cd525&gt;     # insert the Episode DED contents here     # (if missing, generate an Episode based on all the maps in the PWAD)   }   episode "Virgil's Lead" {     pwads &lt;VIRGIL.WAD@4d0b58e8&gt;   }   userCreated: True   useGameRequirements: True   autoStartSkill: 3 }</pre>			
Instead of "filename@crc32", the PWAD could also be specified as "download-url@crc32". (Need to deal with broken links, though?)			
<b>Related issues:</b>			
Related to Feature #2393: Map selection UI for Master Levels for Doom II (Epi...		New	2020-01-03
Related to Feature #2395: Exporting and importing game profiles (files and de...		New	2020-01-05

History

#1 - 2020-01-05 09:00 - skyjake

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

#2 - 2020-01-05 09:01 - skyjake

- Description updated

#3 - 2020-01-05 09:03 - skyjake

- Description updated

#4 - 2020-01-05 09:08 - skyjake

- Related to Feature #2395: Exporting and importing game profiles (files and dengine.net) added

#5 - 2020-01-05 12:52 - skyjake

In practice, having Episode definitions in the game profile means that those will have to be dumped to a temporary DED file for loading. Which in turns

means that there is no need to restrict this to Episodes, so any kind of DEDs could be included in the profile. The syntax could be modified:

```
profile {
  name: Master Levels for DOOM II
  game: doom2
  defs {
    Episode {
      ID = "The Catwalk"
      pwads <"CATWALK.WAD@120cd525">
      # insert the Episode DED contents here
      # (if missing, generate an Episode based on all the maps in the PWAD)
    }
  }
}
```

In addition to the "pwads" list, it would be useful to have a "packages" list for specifying package IDs. There needs to be a syntax for specifying the CRC-32 checksum as part of the package ID for PWAD packages...