

## Doomsday Engine - Feature #1500

### Support for ZDoom ZIP-as-WAD feature

2009-11-14 20:31 - tolwyn

|  |                               |
|--|-------------------------------|
| <b>Status:</b> New   | <b>Start date:</b> 2009-11-14 |
| <b>Priority:</b> Normal  | <b>% Done:</b> 0%             |
| <b>Assignee:</b>   |                               |
| <b>Category:</b> 3rd party compatibility   |                               |
| <b>Target version:</b> Modding   |                               |
| <b>Description</b><br>There are a few other "conventions" in use by other ports that may/could make some other wads functional with Doomsday. The article: <a href="http://www.zdoom.org/wiki/Using_ZIPs_as_WAD_replacement">http://www.zdoom.org/wiki/Using_ZIPs_as_WAD_replacement</a> uses almost the same structure as Doomsday with a couple exceptions. Can Doomsday also work with this structure convention (in addition to its own) (where resource-appropriate)? |                               |
| <b>Labels:</b> Data  |                               |
| <b>Related issues:</b><br>Related to Feature #1834: Import Snowberry addon formats as Doomsday 2 packages <b>Closed</b> <b>2014-04-19</b>  |                               |

#### History

##### #1 - 2013-10-22 10:36 - skyjake

- Tags set to Resources, ZDoom
- Subject changed from Support for aliasing of resources to Support for ZDoom ZIP-as-WAD feature
- Category set to 3rd party compatibility

##### #2 - 2015-05-21 03:23 - danij

- Related to Feature #1834: Import Snowberry addon formats as Doomsday 2 packages added

##### #3 - 2018-11-05 10:16 - skyjake

- Target version set to Modding