Doomsday Engine - Feature #1601

Package management

2013-10-18 13:41 - skyjake

Status:	In Progress		**Start date:**	2014-04-18
Priority:	Urgent		**% Done:**	80%
Assignee:	skyjake			
Category:	Redesign			
Target version:	3.0			

Description

Doomsday should have an internal package manager for managing the installed addons and for accessing online repositories of addons.

One of the key features of the system should be modular packaging, which essentially means resource files packaged into folders by logical entity (game, mobj, etc.). This allows easily selecting which packages to use.

See also: Resource Package proposal

Subtasks:

Feature # 1761: FS2 resource packages	**Closed**
Feature # 1834: Import Snowberry addon formats as Doomsday 2 packages	**Closed**
Feature # 1586: Load/manage add-ons from the home screen	**Closed**
Feature # 2168: Package compatibility check in multiplayer games	**Closed**
Feature # 2185: Package repositories	**In Progress**

Related issues:

Related to Feature #1263: Directory structure grouped by game	**Closed**	**2003-08-09**	
Related to Feature #1471: Standard definitions should conform to vanilla	**New**	**2008-09-24**	
Related to Feature #1578: "doom-all" folder	**Rejected**	**2012-12-17**	
Related to Bug #916: [Savegame] Restored state invalid if same addons not pre...	**Closed**	**2010-06-06**	
Related to Feature #1647: Replace FS1 with FS2-based resource management	**Progressed**	**2013-10-31**	
Related to Feature #1686: Derived resource packs	**Closed**	**2013-12-21**	
Related to Feature #1749: Built-in effects should come in resource packs	**New**	**2014-04-16**	
Related to Feature #1756: URIs for locating/identifying resources and assets	**Rejected**	**2014-04-18**	
Related to Feature #1766: Server-supplied (i.e., remote) resource files	**Closed**	**2014-04-18**	
Related to Bug #1934: Crash due to IWAD version mismatch in multiplayer	**Closed**	**2014-12-30**	
Related to Bug #1729: Repeat loading of DEHACKED patches specified on the com...	**Closed**	**2014-02-25**	
Precedes Feature #1600: Drop Snowberry	**Closed**	**2014-04-19**	**2014-04-19**

History

#1 - 2013-10-20 20:21 - skyjake

- Description updated

#3 - 2015-04-22 04:39 - danij

- Target version set to 42

#4 - 2015-05-03 14:31 - skyjake

- Target version changed from 42 to 2.0 – Home UI & Packages

#5 - 2015-05-27 21:01 - rhargrave

What foundation would the backend be built on?

#6 - 2015-05-28 20:58 - skyjake

Here's my thinking about the future of package management.

Local package cache. On your disk, a set of .packs is kept locally (in a number of directories). This includes packages downloaded from remote

sources, or ones manually put together by the user. At runtime, these will be instantly loadable.

Local metadata database. Information about all the known packages, collected from remote sources and from the packages distributed with Doomsday itself. The implementation of this database could be based on SQLite or just be a simple Doomsday Script record.

Remote repositories. Similar to apt repositories, web servers can set up a specific directory structure that Doomsday can then access to read a compilation of the available package metadata and download individual packages. Interestingly, thanks to (upcoming) FS2 remote folders, clients can access the server's local package cache as if it was a remote repository where packages can be automatically downloaded if necessary.

Virtual repositories. A remote repository that looks like a regular remote repository to Doomsday, but in fact is something different like the idgames archive, where all the WADs are made available as if they were Doomsday packages so that they are accessible via the same mechanism as any other package.

#7 - 2015-05-29 08:59 - skyjake

- Related to deleted (Feature #1586: Load/manage add-ons from the home screen)

#8 - 2015-12-09 21:21 - skyjake

- Related to Bug #1934: Crash due to IWAD version mismatch in multiplayer added

#9 - 2016-07-05 23:22 - skyjake

- Due date deleted (2014-12-04)

- % Done changed from 50 to 60

#10 - 2016-07-05 23:27 - skyjake

- Status changed from New to In Progress

#11 - 2016-07-06 00:06 - skyjake

- Related to Bug #1729: Repeat loading of DEHACKED patches specified on the command line following a game change added

#12 - 2016-07-06 09:19 - skyjake

- Category set to Redesign

- Assignee set to skyjake

#13 - 2016-11-20 19:01 - skyjake

- Target version deleted (2.0 – Home UI & Packages)

#14 - 2016-11-20 19:05 - skyjake

- Subject changed from Package manager to Package management

#15 - 2017-10-30 07:18 - skyjake

- % Done changed from 60 to 80

#16 - 2017-10-30 07:18 - skyjake

- Target version set to 2.1 (Late 2018)

#17 - 2018-10-27 14:35 - skyjake

- Target version changed from 2.1 (Late 2018) to 2.2 (2019)

#18 - 2019-10-14 10:44 - skyjake

- Target version changed from 2.2 (2019) to 3.0