

Doomsday Engine - Feature #1647

Replace FS1 with FS2-based resource management

2013-10-31 22:26 - skyjake

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|---|-------------------------------|
| Status: Progressed | Start date: 2013-10-31 |
| Priority: High | % Done: 30% |
| Assignee: skyjake | |
| Category: Redesign | |
| Target version: Architecture | |
| Description | |
| FS1 acts as an extension layer over the native file system, allowing one to look up resources and locate other needed native files. FS1 is platform-dependent. | |
| In contrast, FS2 in libdeng2 is a virtual file system that completely hides the native file system. It is completely platform-independent. File objects can represent any kind of data in addition to basic native files (ZIP archives, remote data over the network, dynamically generated information, etc.). | |
| At the moment FS1 is deprecated and it should be removed in favor of FS2 based resource management. Note that unlike FS1, FS2's purpose extends beyond resource management. | |
| In practice, resource management done on FS2 should be package-oriented and lookups should occur via fast in-memory indices. | |
| Open questions: | |
| <ul style="list-style-type: none">• How to ensure old resource packs can be used as-is? Compatibility mode? | |
| Related issues: | |
| Related to Bug #1038: [Unix] Locating resource files (wad/pk3) | Closed 2012-05-11 |
| Related to Feature #1601: Package management | In Progress 2014-04-18 |
| Related to Feature #1216: Using alternative resources alongside the originals | Rejected 2003-06-30 |
| Related to Feature #1755: Use FS2 for runtime files | Closed 2014-04-18 |
| Related to Feature #1756: URIs for locating/identifying resources and assets | Rejected 2014-04-18 |
| Related to Feature #2192: Procedural images generated based on a text file (...) | New 2017-01-10 |
| Related to Feature #7: Next-gen renderer (codename "Gloom") | Progressed 2003-07-10 |

History

#1 - 2015-05-29 09:01 - skyjake

- Status changed from New to In Progress

- % Done changed from 0 to 10

Marking this in progress because the basic functionality for FS2 based resource management is being built to support the new 3D model renderer: .pack packages and assets with extremely close ties to both FS2 and Doomsday Script.

#2 - 2016-07-05 23:27 - skyjake

- % Done changed from 10 to 30

The DataBundle class now exists to interpret legacy data files into Doomsday 2 (runtime) packages.

#3 - 2016-07-06 09:19 - skyjake

- Assignee changed from Deng Team to skyjake

#4 - 2016-07-22 09:11 - skyjake

- Status changed from In Progress to Progressed

This should now be good enough for 2.0, work can continue at a later time.

#5 - 2017-01-10 12:56 - skyjake

- Related to Feature #2192: Procedural images generated based on a text file (.deimage) added

#6 - 2019-11-29 16:34 - skyjake

As work with version 3 continues, I expect the FS1 based code to be eventually retired.

#7 - 2019-11-29 16:34 - skyjake

- Related to Feature #7: Next-gen renderer (codename "Gloom") added

#8 - 2019-11-29 21:33 - skyjake

- Target version set to Architecture