

Doomsday Engine - Feature #1755

Use FS2 for runtime files

2014-04-18 07:40 - skyjake

Status: Closed	Start date: 2014-04-18
Priority: Normal	% Done: 100%
Assignee: Deng Team	
Category: Enhancement	
Target version: 2.0 – Home UI & Packages	
Description All runtime files (under /home) should be read and written using FS2.	
Related issues:	
Related to Feature #1647: Replace FS1 with FS2-based resource management	Progressed 2013-10-31
Related to Feature #1732: Libcommon savegame system	Closed 2007-03-20
Related to Feature #1788: Command line options should take native paths relat...	Rejected 2014-04-26

History

#1 - 2014-04-18 07:42 - skyjake

The files that needs updating are:

- client.id (could be in Config)
- configs/* (renderer profiles already written with FS2)
- dd-buffered-song*.mid
- screenshots
- ~~doomsday.out~~
- ~~hexndata/*~~
- ~~savegame/*~~

#2 - 2014-04-26 18:51 - skyjake

- Related to Feature #1788: Command line options should take native paths relative to cwd added

#3 - 2016-07-05 23:55 - skyjake

- Status changed from In Progress to Closed

- Target version set to 2.0 – Home UI & Packages

- % Done changed from 40 to 100