

Doomsday Engine - Feature #2241

Configure games via Home UI (advanced users, cf. autoexec.cfg)

2017-04-05 18:55 - skyjake

Status:	Progressed	Start date:	2017-04-05
Priority:	Normal	% Done:	50%
Assignee:	skyjake		
Category:	Enhancement		
Target version:	User interface		
Description			
<p>Games have a multitude of options and settings that one may wish to configure on a per-profile basis instead of using per-game cvars or custom profiles.</p> <p>To facilitate game configuration for advanced users, Home should offer a way to enter autoexec.cfg-like free-form commands that can then be used to change cvar values, issue commands, or define aliases. This fully replaces the need to use command line options to customize the game.</p> <p>In practice, each profile in Home can have a popup edit box whose contents are saved in the profile. There could also be a similar game-wide edit box opened via the game family's action menu.</p> <p>However, there needs to be a mechanism for ensuring that these custom settings are only in effect when the particular profile is loaded (e.g., #1617, #2238).</p>			
Related issues:			
Related to Feature #1617: Scoped definitions and variables		New	2013-10-21
Related to Feature #1633: Console commands and Doomsday Script		New	2013-10-22
Related to Feature #2271: Fully customized game profiles (select any WAD as I...		Closed	2018-05-12
Related to Feature #2238: Configure game rules in custom profiles		Closed	2017-04-04

History

#1 - 2017-04-05 18:56 - skyjake

- Related to Feature #1617: Scoped definitions and variables added

#2 - 2017-04-05 18:56 - skyjake

- Related to Feature #1633: Console commands and Doomsday Script added

#3 - 2017-04-05 19:00 - skyjake

- Description updated

#4 - 2018-10-27 15:18 - skyjake

- Related to Feature #2271: Fully customized game profiles (select any WAD as IWAD) added

#5 - 2018-10-27 19:06 - skyjake

- Related to Feature #2238: Configure game rules in custom profiles added

#6 - 2018-11-05 08:20 - skyjake

- Description updated

- Status changed from New to In Progress

- Assignee set to skyjake

#7 - 2018-11-05 08:20 - skyjake

- Related to deleted (Feature #2238: Configure game rules in custom profiles)

#8 - 2018-11-05 08:21 - skyjake

- Has duplicate Feature #2238: Configure game rules in custom profiles added

#9 - 2018-11-10 17:50 - skyjake

- Has duplicate deleted (Feature #2238: Configure game rules in custom profiles)

#10 - 2018-11-10 17:50 - skyjake

- Related to Feature #2238: Configure game rules in custom profiles added

#11 - 2018-11-10 17:51 - skyjake

- Description updated

- Status changed from In Progress to New

- Target version deleted (2.1 (Late 2018))

#12 - 2019-11-29 22:19 - skyjake

- Status changed from New to Progressed

- % Done changed from 0 to 50

The Home game library UI now has profile-specific options for a few things, such as Fast Monsters.

Profile-specific .cfg files are missing, though.

#13 - 2019-11-29 22:19 - skyjake

- Target version set to User interface