

Doomsday Engine - Feature #2271

Fully customized game profiles (select any WAD as IWAD)

2018-05-12 10:32 - skyjake

Status:	Closed	Start date:	2018-05-12
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Enhancement		
Target version:	2.1 (Late 2018)		
Description			
The user should have the ability to pick any WAD file as the IWAD of a game profile, bypassing the engine's automatic detection. This also requires that the user selects the game mode (e.g., "doom1-ultimate") manually.			
Related issues:			
Related to Feature #2279: Detect uncensored WADs of BFG edition (including No...		Closed	2018-08-20
Related to Feature #2241: Configure games via Home UI (advanced users, cf. au...		Progressed	2017-04-05

Associated revisions

Revision 6092019f - 2018-11-04 21:49 - skyjake

UI|Home|Resources: Custom data file in game profiles

Starting a profile with custom data file doesn't work yet because the game plugin's required PK3 isn't being automatically loaded either.

IssueID #2271

Revision 883009fc - 2018-11-05 08:11 - skyjake

Resources|UI: Custom data file only replaces "gamedata" packages

The packages tagged "core" (such as doomsday.pk3) must still be loaded even though the normal "gamedata" package is replaced with a custom one.

IssueID #2271

History

#1 - 2018-08-20 23:46 - skyjake

- Related to Feature #2279: Detect uncensored WADs of BFG edition (including No Rest for the Living) added

#2 - 2018-10-27 15:18 - skyjake

- Related to Feature #2241: Configure games via Home UI (advanced users, cf. autoexec.cfg) added

#3 - 2018-11-04 21:50 - skyjake

- Status changed from New to In Progress

- % Done changed from 0 to 80

#4 - 2018-11-05 08:13 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 80 to 100

#5 - 2018-11-05 19:15 - skyjake

- Status changed from Resolved to Closed