

Emulator - Emulator Issues #12270

[Feature Request] Resource pack system needs support for 7z

09/20/2020 09:02 PM - Techjar

Status:	New	% Done:	0%
Priority:	Normal		
Assignee:			
Category:			
Target version:			
Operating system:	N/A	Relates to performance:	No
Issue type:	Bug	Easy:	No
Milestone:		Relates to maintainability:	No
Regression:	No	Regression start:	
Relates to usability:	No	Fixed in:	
Description			
Pack creators don't want to use .zip, so we really should support the ever popular .7z format.			

History

#1 - 10/05/2020 10:49 PM - shatteredlites

there nothing wrong with the current system the gains are negligible. and i dont see anyone complaining about the format

#2 - 10/05/2020 11:12 PM - Techjar

Resource pack creators want to ship compressed archives, not uncompressed, as the file size reduction is quite substantial for DDS textures. They don't want to use deflate either, they seem very insistent on using LZMA2 with 7z.

#3 - 10/05/2020 11:14 PM - Techjar

Forgot to add: this is just based on my observation of most texture packs not actually supporting the resource pack system. Some even include the manifest.json, but provide it as 7z so you can't actually use it as such without repackaging it.