

## Doomsday Engine - Bug #1033

### [OS X] Games don't run from case sensitive file system

2012-04-26 04:08 - deantakemori

<b>Status:</b> Closed	<b>Start date:</b> 2012-04-26
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.9.7	
<b>Description</b>	
Happens at with at least: Doomsday Engine 1.9.7-build439 Doomsday Engine 1.9.8-build481	
If The Doomsday Engine.app is on a Mac OS Extended (case sensitive) filesystem, games will not run.	
A partial workaround is to create the following symlinks: Doomsday Engine.app/Contents/Doomsday.app/Contents/MacOS/Doomsday -> doomsday Doomsday Engine.app/Contents/dsmod.bundle -> dsFMODE.bundle Doomsday Engine.app/Contents/dsFMODE.bundle/dsFMODE -> dsfmod Doomsday Engine.app/Contents/dpDehRead.bundle/dpDehRead -> dpdhread Doomsday Engine.app/Contents/dpWadMapConverter.bundle/dpWadMapConverter -> dpwadmapconverter Doomsday Engine.app/Contents/jDoom.bundle/jDoom -> jdoom Doomsday Engine.app/Contents/jHeretic.bundle/jHeretic -> jheretic Doomsday Engine.app/Contents/jHexen.bundle/jHexen -> jhexen	
there may be others depending on the game and configuration.	
<b>Labels:</b> Build System	

#### History

##### #1 - 2012-08-27 20:32 - skyjake

The Mac build/bundling scripts should be updated to set the proper letter cases for the files. I believe the resource files already have (mostly, at least) correct cases as they work on Linux,