

Doomsday Engine - Bug #1087

Plugins loading problem

2012-09-02 05:52 - akazennikov

Status: Closed	Start date: 2012-09-02
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.9.9	

Description

The plugins loading subsystem used opendir()/readdir() to find all installed games plugins. For code on linux/macosx it uses dirent->d_type for filtering out any entries that are not files or symlinks. But the check also skips the case when readdir() can't detect the entry type and d_type is DT_UNKNOWN.

My Archlinux installation exhibits this behavior, so Doomsday doesn't run correctly.
As man page for readdir() says, this type detection could be unavailable on some filesystems.

Labels: Engine, Plugins, Unix

History

#1 - 2012-08-30 14:05 - skyjake

- **labels:** --> Engine, Plugins, Unix
- **status:** open --> fixed
- **assigned_to:** Jaakko Keränen
- **milestone:** v1.9.8 --> v1.9.9
- **priority:** 1 --> 4

#2 - 2012-08-30 19:06 - skyjake

This should now be fixed in commit 43a67ae.