

Doomsday Engine - Feature #1315

KickStart support of long filenames

2004-01-01 10:58 - badrad

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|--|-------------------------------|
| Status: Closed | Start date: 2004-01-01 |
| Priority: Normal | % Done: 100% |
| Assignee: | |
| Category: | |
| Target version: | |
| Description kickstart support of long filenames so that not only could it be located in a directory structure that has spaces, but so loaded WAD files could have true long filenames. | |
| Labels: Launcher | |

History

#1 - 2010-05-05 18:32 - danij

Logged In: YES
user_id=849456

Won't implement.

Snowberry is the new official Doomsday launcher.

These restrictions aren't present in Snowberry.