

Doomsday Engine - Feature #1417

Reserved characters in filenames and hires patches.

2006-08-23 12:57 - danij

Status: Closed	Start date: 2006-08-23
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description In DOOM2.WAD there are eight archvile sprites named VILE\1-8 and because of the backslash character '\' it is not possible to use hires replacements on these as this is a reserved character (at least in Windows). Other reserved characters are: \:*?"<> We need a work around for this in the resource loader. Labels: Data	

History

#1 - 2006-08-24 09:45 - danij

- **status:** open --> closed