

Doomsday Engine - Bug #1973

App init failed: CreateDirError (1.14.5)

2015-02-12 06:15 - Incantator

Status: Closed	Start date: 2015-02-12
Priority: Normal	% Done: 0%
Assignee:	
Category: Defect	
Target version:	
Description	
<p>I installed the latest stable Doomsday engine, which also had Snowberry ver 1.6. I installed it successfully and tried to go for Ultimate Doom. But this error message popped up:</p> <p>App init failed: CreateDirError cannot create directory in C:\Users\????</p> <p>something like this (I cannot duplicate this error message anymore so I couldn't upload the screenshot but this is the most of the original error message). The current username in my PC is in Korean so I guess that is the cause of this problem. Now this time I tried it as an administrator; the previous error message does not pop up anymore but it just crashes automatically when I try to play Ultimate Doom (~ has stopped working). Lastly, I tried it without the administrator prompt, but still it just crashes without the error message. Now I'm a bit confused.</p> <p>I think the problem is mainly due to my Korean username, but couldn't find a way to solve this in the Wiki. This might not be a serious problem with the Doomsday engine, but I hope I can play this awesome engine without making a new account. Thanks.</p>	
Related issues:	
Related to Bug #1097: [Snowberry] Errors when running from a non-ASCII folder	Closed 2012-10-30
Related to Bug #1094: [Win32] RSP not passed to Doomsday with non-ASCII username	Closed 2012-10-16

History

#1 - 2015-02-12 08:59 - skyjake

- Tags set to Unicode

- Subject changed from App init failed: CreateDirError to App init failed: CreateDirError (1.14.5)

- Category set to Defect

#2 - 2015-02-12 08:59 - skyjake

- Related to Bug #1097: [Snowberry] Errors when running from a non-ASCII folder added

#3 - 2015-02-12 08:59 - skyjake

- Related to Bug #1094: [Win32] RSP not passed to Doomsday with non-ASCII username added

#4 - 2015-02-12 09:04 - skyjake

Unfortunately this is a known bug with 1.14. As a workaround, you could try the latest 1.15 unstable build and bypass the frontend by starting Doomsday.exe manually. If this works, you can then use the "-iwad" command line option to tell Doomsday where to load the IWAD files (for instance by creating a shortcut to Doomsday.exe and adding the option "-iwad your\iwad_path\" in its properties).

Even when 1.15 is released, the frontend will likely still have issues with non-ASCII characters in file paths. We are planning to get rid of the launcher entirely so no time is being allocated for improving it any more.

#5 - 2015-02-12 14:33 - Incantator

Thanks for your kind explanation: I didn't expect you to reply this soon.

#6 - 2015-02-13 10:14 - skyjake

- Status changed from New to Closed

#7 - 2015-02-13 10:14 - skyjake

Closing as duplicate.