Doomsday Engine - Bug #219

MiniStart path problems

2005-02-27 09:06 - khom

Status:	Closed	**Start date:**	2005-02-27
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.8.6		

Description

File/version: deng-1.8.6-beta2.dmg

Application: MiniStart

console.log: InitGame: Loading of jdoom.bundle failed
(dlcompat: file
"/Applications/Doomsday/MiniStart.app/Contents/Doomsday.app/Contents/Bundles/jdoom.bundle/Contents/MacOS/jdoom"
not found).

Description: After clicking the "Play" button,
MiniStart fails to launch any game that uses the jdoom
bundle due to hard-coded case discrepancies in the path
shown above.

jdoom.bundle should be jDoom.bundle
jdoom should be jDoom

Workaround: Use sudo mv from terminal to manually
rename files within the MiniStart package to match path
in error message.

Labels: Startup

History

#1 - 2005-03-07 06:19 - skyjake

Logged In: YES
user_id=717323

I won't be updating the MiniStart version of the Mac build, but
there should shortly be a new beta that sports a brand new
launcher.