

## Doomsday Engine - Bug #223

### Unix: Tilde expansion issues

2005-03-12 23:39 - zachkeene

<b>Status:</b> Closed	<b>Start date:</b> 2005-03-12
<b>Priority:</b> Urgent	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.8.6	

**Description**

First, assuming of course the "Open Console" button has been moved from the tilde key, pressing Shift+` still results in the ` character being typed. Easily fixed in dd\_input.c (change line 150 from:)

```
/* 90 */ 'z', '{', '|', '}', 0, 0, 0, 'A',
```

'B', 'C',

to:

```
/* 90 */ 'z', '{', '|', '}', 0, 0, '~', 'A',
```

'B', 'C',

Second, with that fix made, typing something like:

```
playdemo ~/.doomsday/jdoom/demo/somedemo.cdm
```

won't work, because it appears the Dir\_ExpandHome (or Dir\_IsValid which in turn calls Dir\_ExpandHome) function never gets called from whichever function it is that handles playdemo.

(Using -playdemo ~/path/to/wherever on the command line will work, but that's because the shell expands the tilde before Doomsday ever sees it.)

**Labels:** Console

### History

#### #1 - 2009-01-04 16:57 - danij

After some initial investigation it would appear that the problem mentioned in this report is merely the tip of the iceberg.

For starters, there is a fixed maximum length of filepaths in Doomsday (255 characters).

I think it would make sense to re-implement all filepaths used throughout the engine as ddstrings and then integrate tilde expansion into the virtual directory itself (it could be treated similar to '~' expansion of the Doomsday basepath).

#### #2 - 2009-01-04 19:15 - skyjake

Replacing filename\_t with a ddstring-based implementation would be great, although such a big change that it should wait for Beta 7 at least.

#### #3 - 2009-01-04 19:26 - danij

Absolutely, I wouldn't dream of touching this now that we are so close to releasing beta6.

#### #4 - 2010-05-12 14:29 - eunbolt

Has this bug been fixed?

#5 - 2012-02-29 15:24 - skyjake

Typing ~ in the console has been fixed for 1.9.8.