

Doomsday Engine - Other #2274

Can't find /packs/net.dengine.stdlib/modules/Config.de

2018-07-29 02:06 - jonesmz

Status:	Closed
Priority:	Normal
Assignee:	skyjake
Description	
Built from source with MSVC2017 compiler on Windows 10.	
Commit 308d88e101b27858129af460d96623edd30f1cc4 , tagged as build2464	
When I run from an IDE, I get this exception.	
If I copy the build results into my existing installation directory and run from there (without the IDE), it works fine.	

Doomsday Engine	

App init failed:	
[NotFoundError] (in Folder::locate) "/packs/net.dengine.stdlib/modules/Config.de" was not found (in root folder)	

OK	

History

#1 - 2018-07-29 12:21 - skyjake

- Status changed from New to Feedback
- Assignee set to skyjake

That error means Doomsday couldn't locate the "net.dengine.stdlib" package. That package, and the other ones, are created when you run CMake to configure the VS solution.

There are two easy ways to run Doomsday via an IDE:

- 1) When you run CMake, it prepares the build outputs directory with the required data files and shared libraries. For each configuration (Debug, Release, etc.), there is a separate directory, each containing a copy of the files. You can then set the "client" target for launching and it should be able to find everything it needs.
- 2) Alternatively, you can build the INSTALL target, which copies everything to the deng\distrib directory. (This is used for creating installer packages.) You'll need to manually change the startup executable of the INSTALL target to be the doomsday.exe in the distrib directory, but with that you'll get single-click build, deploy, and run/debug.

#2 - 2018-07-29 16:35 - skyjake

- Tracker changed from Bug to Other

#3 - 2018-10-27 14:58 - skyjake

- Status changed from Feedback to Closed