

## Doomsday Engine - Bug #2338

### Doomsday.app does not have a 'Bundle Identifier' on macOS

2019-07-28 23:56 - Mimimi12345

<b>Status:</b>	Closed	<b>Start date:</b>	2019-07-28
<b>Priority:</b>	High	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Regression		
<b>Target version:</b>	2.1.2		
<b>Description</b>			
according to Apple's documentation, each app needs a unique 'Bundle Identifier', aka CFBundleIdentifier entry in its Info.plist file.			
multiple things like automated caching and native cocoa preferences will not work correctly if an app does not have a bundle identifier.			
however, Doomsday.app does not have a bundle identifier			
here is the entry from your Info.plist file (Doomsday v2.1.1):			
<pre>&lt;key&gt;CFBundleIdentifier&lt;/key&gt;   &lt;string&gt;&lt;/string&gt;</pre>			
please properly add a bundle identifier.			

#### Associated revisions

##### Revision 761a9386 - 2019-08-03 18:49 - skyjake

Fixed|macOS: Missing app bundle ID

The client Info.plist template was not being used by CMake.

IssueID #2338

##### Revision a004593f - 2019-08-03 18:51 - skyjake

Fixed|macOS: Missing app bundle ID

The client Info.plist template was not being used by CMake.

IssueID #2338

#### History

##### #1 - 2019-07-29 21:05 - skyjake

- Category set to Regression
- Assignee set to skyjake
- Priority changed from Normal to High
- Target version set to 2.1.2

This must have broken down at some point when the application .plist file was switched to a CMake-generated one. I'll check why it's missing the ID and fix it.

##### #2 - 2019-08-03 18:56 - skyjake

- Status changed from New to Resolved
- % Done changed from 0 to 100

##### #3 - 2019-11-30 08:25 - skyjake

- Status changed from Resolved to Closed

#### Files

