

## Doomsday Engine - Bug #333

### File load limit when using response files

2006-08-05 07:02 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2006-08-05
<b>Priority:</b> Urgent	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta4	
<b>Description</b> <p>I have just found that on Windows at least, Doomsday has a limit in the number of files that can be loaded when using a response file (e.g. when using Snowberry).</p> <p>I'm not sure exactly what the nature of this bug is though.</p> <p>All I do know is that files listed for include inside the response file do not appear in-game. However, if I take the same -file command and place it on the command-line instead then Doomsday loads the file as expected.</p> <p>The problem is rather unusual in that it doesn't appear to be anything wrong with the actual parsing of the response file. I say this because non -file arguments that appear after those which don't work seem to still work properly.</p> <p>The issue appears to be with the -file option only.</p> <b>Labels:</b> Data	

#### History

#1 - 2006-08-05 07:17 - danij

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/56f6fdf0/3cf4/attachment/Doomsday.out](http://sourceforge.net/p/deng/bugs/_discuss/thread/56f6fdf0/3cf4/attachment/Doomsday.out)

#2 - 2006-08-05 07:17 - danij

Logged In: YES  
user\_id=849456

I am finding it harder to explain this bug the more I look into it. Observe the attached Doomsday.out - you will notice several PK3s loaded with the -file addon (and listed at the start of the log) are never actually added with W\_AddFile and Zip\_Open(ed).

Missing PK3s include:  
HUD-BFG.PK3  
RocketP.PK3

I suspect file name collisions are the problem?

#3 - 2006-08-06 15:08 - skyjake

Logged In: YES  
user\_id=717323

File name collisions could indeed be the problem. Try temporarily disabling the "file loaded" check in M\_CheckFileID() by immediately returning true.

If this helps, we need to revise the Dir\_FileID function to be more sophisticated.

**#4 - 2006-08-08 22:28 - danij**

Logged In: YES  
user\_id=849456

FIXED in SVN for Doomsday 1.9.0-beta5