

## Doomsday Engine - Bug #813

### autoexec.cfg

2009-11-09 01:49 - tolwyn

<b>Status:</b> Closed	<b>Start date:</b> 2009-11-09
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta7	
<b>Description</b> This file is NOT automatically executed at start up.	
<b>Labels:</b> Startup	

### History

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#### #1 - 2009-11-13 21:04 - tolwyn

You're right it works.

Either I had syntax wrong and confused this report as a bug, or... ? Please delete. It is working fine. HOWEVER:

One autoexec.cfg file for all three games? That seems wierd. Is there a way to, if exists:

```
jheretic_autoexec.cfg  
doom_autoexec.cfg  
doom2_autoexec.cfg
```

?

All 4 titles seem to call one autoexec.

#### #2 - 2009-11-13 21:23 - danij

You are correct, there is only one autoexec.cfg

I believe it is intended to be used for configuring common engine settings rather than those for the games.

One solution to this would be to use the -cfg command line option to specify an additonal config file to load.

#### #3 - 2009-11-14 13:28 - danij

Placing a file called autoexec.cfg in the Doomsday runtime directory seems to work fine for me.

Please attach a copy of the autoexec.cfg you are using to this report so that we can investigate.