

## Doomsday Engine - Bug #83

### Incorrect file paths (Dir\_MakeAbsolute) (>= v1.7.10)

2003-06-24 09:00 - tictic

<b>Status:</b> Closed	<b>Start date:</b> 2003-06-24
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.7.10	
<b>Description</b>	
Problem: Incorrect data (and perhaps other) file paths (missing backslash) (>= v1.7.10), f.e. "R_SetDataPath: C:\Games\DOOMSDAYData\ (prevents start under Windows 98)	
Doomsday.exe via jDoom.exe (=> "-basedir ..\..\"): 1) Win98: path incorrect 2) Win2000/XP: path correct	
Doomsday.exe without -basedir: 3) path always incorrect	
Reason: Sometimes missing backslash in Dir_MakeAbsolute (sys_direc.c) (_fullpath function)	
1) _fullpath("../..\") => C:\Games\Doomsday (Win98) ! 2) _fullpath("../..\") => C:\Games\Doomsday\ (WinXP) 3) _fullpath("") => C:\Games\Doomsday (all) !	
<b>Labels:</b> Startup	

### History

#### #1 - 2003-06-24 09:18 - skyjake

Logged In: YES  
user\_id=717323

This has been fixed for 1.7.11. ddBasePath is now validated in DD\_Main after Dir\_MakeAbsolute.