

## Doomsday Engine - Bug #85

### Virtual File Hierarchy (pk3) route folders bug

2003-06-24 21:09 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-06-24
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.7.10	
<b>Description</b> Create a pk3 where the virtual contents go into eg (c:\doomsday\)\MYSTUFF. Include the pk3 with the -file option.  Now if the folder MYSTUFF actually exists then it works. But if there is no MYSTUFF folder then the contents of the pk3 can't be found, even though they have the correct directory structure in the pk3.  Isn't a major problem, as you can just create an empty folder called MYSTUFF and everything will work.  Dani J666 <b>Labels:</b> Startup	

#### History

##### #1 - 2003-06-30 16:31 - skyjake

Logged In: YES  
user\_id=717323

I tried this in the 1.7.11/net snapshot, but there seemed to be no problems. What data was there in the PK3?

At least the "dir" console command correctly lists the files in the PK3 regardless of whether they really exist or not.

##### #2 - 2003-07-02 08:18 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: NO

Heh, I think quake 3 had this bug at one point :)

##### #3 - 2003-08-16 15:50 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: NO

I can't seem to replicate this bug now. So might as well take it as working.

##### #4 - 2003-08-17 16:21 - skyjake

Logged In: YES  
user\_id=717323

OK, closing as "probably OK".