

Doomsday Engine - Bug #89

Can't load Doom, although Doom2 loads fine

2003-06-28 00:11 - skyjake

Status: Closed	Start date: 2003-06-28
Priority: Lowest	% Done: 100%
Assignee:	
Category:	
Target version: 1.7.10	
Description I have read the other thread about jDoom crashing when E2, E3, or E4 are selected. My problem is that I can't even get E1 to load. Doom2 works fine, but I can't get KickStart to recognize Doom as an IWAD. I have doom.wad as well as doom.gwa in my Date\jDoom folder, but when I open KickStart and go to the Games Wads tab I don't see doom.wad. I see doom2.wad, but not doom.wad. I have read the documentation as well as the info on the web site, but I can't find an answer. I'm using v1.14.4 I would appreciate any help. Labels: Startup	

History

#1 - 2003-07-02 16:45 - skyjake

Logged In: YES
user_id=717323

This doesn't appear to be a problem with Doomsday as such. You could always try the simplest possible way to launch a game. In the command prompt, go to the Doomsday base directory and type:

```
jdoom -file c:\games\doom\doom.wad
```

(or whatever your WAD path is)