

I have installed the game on my NAS drive, created a symbolic link to the original game directory, and when I try to play the game, it tells me that the ISO file name is invalid. How can I fix this? A: I had similar problem and just solve it when I run the doom3-repatch.pl script to replace all files of the game as you can see below. #!/usr/bin/perl use warnings; use strict; my \$dir_ext = '.doom3'; my \$dir_base = '\$ENV{HOME}/games/doom3'; my \$run_file = \$dir_base.'/'.\$dir_ext.'/run.txt'; my \$fh = new FileHandle; open(\$fh, \$run_file) or die "Could not open file '\$run_file' for reading: \$!"; while(my \$line =) { print "Replacing ", \$line, " "; print \$line, " "; } close \$fh; In order to get this patch: A: Google may be your best friend. I had the same problem, and the first result was some DLL file, that could have been distributed. I unpack the.doom3 folder, and replaced all the files with the same names, but with.bak at the end. Many DLLs are in a.dll subfolder, so you might need to do the same for every subfolder. It worked perfectly. Q: Ionic: Dynamically add buttons to buttonbar I am trying to dynamically add buttons to the "bottom" of a button bar (without adding them to the buttons array). I thought that the following would work: \$scope.addMore = function() { \$scope.buttons.push({ text: 'New button' }); }; \$scope.deleteButtons = function() { var index = \$scope.buttons.indexOf(1); \$scope.buttons.splice(index,



