

Doomsday Engine - Bug #1856

Alert on first launch because game.cfg not found

2014-08-16 12:29 - skyjake

Status: Closed	Start date: 2014-08-16
Priority: High	% Done: 100%
Assignee: danij	
Category: User experience	
Target version: 1.15	
Description The first time one launches the game (runtime folder being empty beforehand), alerts are displayed saying that the .cfg files couldn't be found (because they don't exist yet). This alert should not occur; the config parser should first check whether the relevant files exist.	
Related issues: Related to Feature #1700: Warning/error alerts Closed 2014-01-03	

Associated revisions

Revision fe433044 - 2014-11-21 19:00 - danij

libdoomsday|Console: Don't warn about a missing game.cfg

When first launching a game no config(s) will yet exist for it. This is by design, so don't alert/warn the user if they are not present.

Native game config files in the local file system are now located by QFile and parsed using QTextStream.

IssueID #1856

History

#1 - 2014-08-16 12:30 - skyjake

Easy way to test is to set **-userdir** to a new folder that doesn't yet exist.

#2 - 2014-08-16 12:33 - skyjake

- Related to Feature #1700: Warning/error alerts added

#3 - 2014-10-05 19:28 - danij

- Priority changed from Normal to High

#4 - 2014-10-05 19:29 - danij

Raised to High priority because an alert on first launch is very alarming to a new user (and in this case misleading also).

#5 - 2014-10-28 16:57 - danij

- Status changed from New to In Progress

- Assignee set to danij

#6 - 2014-10-29 18:39 - vermil

It would perhaps be even better to have a special UI prompt tell the user that Dday can't find a config and is creating (that Dday is creating a file) it (perhaps also have the message state that it will have default settings)?

The message could appear in the corner and automatically disappear a couple of seconds later.

Along those lines, but off topic, a similar message when server connection in an MP game is lost would be cool.

#7 - 2014-11-21 19:02 - danij

- Status changed from In Progress to Closed

- % Done changed from 0 to 100

Files

config_alert.jpg

162 KB

2014-08-16

skyjake