Doomsday Engine - Bug #2186

Deleting a save in the in-game menu using Del key locks out that save slot

2016-11-21 07:37 - rkubes

Status:	Closed	**Start date:**	2016-11-21
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:	Defect		
Target version:	2.0 – Home UI & Packages		

Description

I have Doomsday built off of the "stable" branch. It reports version 1.15.9.

I have noticed that if I delete a saved game from either the Load or Save menu, then I can no longer use that slot for saving. When I go to the Save Game menu and try to select the previously cleared slot, the UI will skip over that slot.

The only way I have found to get the slot "savable" again is to restart Doomsday.

I have looked through the code, but unfortunately I cannot find where the slot gets disabled.

Please let me know if you need any further information.

Associated revisions

Revision 521c47af - 2017-01-03 22:52 - skyjake

Fixed|Menu|All Games: Deleting a save in menu disables the widget

IssueID #2186

History

#1 - 2016-11-21 12:45 - skyjake

Which operating system are you using? I can try if I can reproduce the problem.

#2 - 2016-11-22 06:28 - rkubes

Thanks

I'm using Ubuntu 14.04

#3 - 2017-01-03 20:58 - skyjake

- Subject changed from Deleting SaveGame locks out that save slot to Deleting a save in the in-game menu using Del key locks out that save slot

- Category changed from User experience to Defect

- Assignee set to skyjake

- Priority changed from Low to Normal

- Target version set to 2.0 – Home UI & Packages

I am able to reproduce the bug now.

#4 - 2017-01-03 22:52 - skyjake

- Status changed from New to Resolved

- % Done changed from 0 to 100

#5 - 2017-01-03 23:00 - skyjake

- Status changed from Resolved to Closed