

## Doomsday Engine - Feature #2191

### Write config files automatically (or periodically) at runtime

2016-12-23 08:50 - skyjake

<b>Status:</b>	Closed	<b>Start date:</b>	2016-12-23
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	User experience		
<b>Target version:</b>	2.0 – Home UI & Packages		
<b>Description</b>			
To avoid losing your config in case of a crash, config files (persist.pack and .cfg files) should be written whenever changes occur in the configuration. This could be done via a periodical check.			

#### Associated revisions

##### Revision 831d6857 - 2016-12-27 15:35 - skyjake

libdoomsday|Client|Server: Autosave .cfg files after cvars changed

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##### Revision 6ebce2c7 - 2016-12-27 21:32 - skyjake

Client|Server|libcore: Rewrite "persist.pack" periodically (if changed)

Records can be queried whether their members have changed their values.

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##### Revision a0bc6ab9 - 2017-01-03 23:00 - skyjake

Fixed|libdoomsday: Don't autosave configs during busy mode

When a game is being loaded, the full configuration may not have been restored yet so rewriting it would mess things up.

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#### History

##### #1 - 2016-12-27 15:35 - skyjake

- Status changed from New to In Progress

- % Done changed from 0 to 50

##### #2 - 2016-12-27 21:32 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 50 to 100

##### #3 - 2017-01-08 13:46 - skyjake

- Status changed from Resolved to Closed