

## Doomsday Engine - Bug #2210

### Selected packages are not saved when exiting doomsday (2\_0 RC2, build 2257)

2017-03-12 03:00 - theleo\_ua

<b>Status:</b>	Closed	<b>Start date:</b>	2017-03-12
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Defect		
<b>Target version:</b>	2.0 – Home UI & Packages		
<b>Description</b>			
Selected packages are not saved when exiting doomsday (2_0 RC2, build 2257)			
1) Run doomsday			
2) Choose any game (for example hexen/hexen)			
3) Select packages for this game to run			
4) Run this game (hexen in our case)			
5) Quit game			
6) Quit doomsday			
7) Run doomsday			
8) Choose same game as in step 2 (hexen/hexen in our case)			
Actual result: selected packages from step 3 are not saved, so forced to select them again			
Expected result: selected packages from step 3 should be saved, so you dont need to select them again			

#### Associated revisions

##### Revision b50cb92d - 2017-03-14 18:53 - skyjake

Fixed|libdoomsday: Save all game profiles before loading a game

Ensures that changes to game profiles won't be lost in the case there is a problem.

IssueID #2210

##### Revision 2c2762f2 - 2017-03-14 19:17 - skyjake

Fixed|libdoomsday: Save all game profiles before loading a game

Ensures that changes to game profiles won't be lost in the case there is a problem.

IssueID #2210

#### History

##### #1 - 2017-03-14 12:17 - skyjake

- Category set to Defect
- Status changed from New to In Progress
- Assignee changed from Deng Team to skyjake
- Target version set to 2.0 – Home UI & Packages

I'll make a change so that the game profiles are written to disk whenever a game is started. That way an error or other problem during shutdown won't cause the data to be lost.

##### #2 - 2017-03-14 18:51 - skyjake

- Tags set to Configuration
- Status changed from In Progress to Resolved
- % Done changed from 0 to 100

##### #3 - 2017-03-15 08:12 - skyjake

- Status changed from Resolved to Closed