

Doomsday Engine - Feature #1203

Additional save slots — revised save management

2003-06-20 19:42 - skyjake

Status: Progressed	Start date: 2003-06-20
Priority: High	% Done: 30%
Assignee: skyjake	
Category: Redesign	
Target version: 3.0	
Description How about an option to have more than 8 savegames in jdoom, ideally 8 per custom wad file. Or something like that. Rob.	
Labels: User Interface	
Related issues:	
Related to Bug #994: Input box is too narrow in Save menu	Closed 2012-03-03
Related to Feature #2177: Savegames are not completely separated between prof...	Closed 2016-09-04
Related to Feature #1480: Include screenshot in savegames	New 2007-03-21
Related to Feature #1976: Replace old Save/Load menu with new UI widgets	New 2015-02-12
Related to Bug #1735: Doom2 PWAD save games use level name from IWAD	New 2014-03-13

History

#1 - 2012-08-28 18:06 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

I'd actually like to see a more sophisticated save system than that... I forget the port, but I've seen one with thumbnails of the level. That'd be a nice option. Also, saving game settings & info (i.e. health, ammo, difficulty, WADs used, etc.) would be nice.

#2 - 2016-08-09 10:34 - skyjake

- Priority changed from Normal to High

#3 - 2016-08-09 10:46 - skyjake

- Tags set to SaveGame

- Subject changed from Additional Save Slots to Additional save slots — revised save management

- Category set to Redesign

#4 - 2016-09-04 09:29 - skyjake

- Related to Feature #2177: Savegames are not completely separated between profiles added

#5 - 2019-11-29 16:18 - skyjake

- Status changed from New to Progressed

- Assignee set to skyjake

- Target version set to 3.0

- % Done changed from 0 to 30

Savegame folders are now specific to game profile.

Still could use an infinite number of save slots, though. Make the save menu scrollable and add screenshots.

#6 - 2019-11-29 16:18 - skyjake

- Related to Feature #1480: Include screenshot in savegames added

#7 - 2019-11-29 21:56 - skyjake

- Related to Feature #1976: Replace old Save/Load menu with new UI widgets added

#8 - 2019-11-29 22:59 - skyjake

- Related to Bug #1735: Doom2 PWAD save games use level name from IWAD added