

Doomsday Engine - Feature #1383

Option to make save/load default to same slot

2005-07-14 10:42 - rekrul

Status: Closed	Start date: 2005-07-14
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description <p>Currently the game remembers which slot you last loaded from and defaults to that one the next time you want to load a save. It also remembers the last slot you saved to and defaults to that one the next time you want to make a save. The last used save and load slots are independant of each other.</p> <p>I'd like an option so that it always defaults to the last used slot regardless of whether you're loading or saving.</p> <p>For example; I start the game and load a save from level one so that I can pick up where I left off. I finish it, level two loads and I save the game in a new slot. I screw up and want to start over, so I go to the load screen, hit Enter and I'm back on level one, because the load menu defaulted to the last slot I loaded from and I forgot to change it.</p> <p>Example 2; I save my game on level two and then I decide to go back and check something on level one. I want to save the game before trying something, so out of habit, I call up the save menu and hit Enter twice. I've just overwritten the level two save, because the save menu defaulted to the last slot I saved to.</p> <p>If the save and load menus both defaulted to the last used slot, neither of the above would happen.</p> Labels: User Interface	

History

#1 - 2005-07-27 19:12 - danij

Logged In: YES
user_id=849456

Implemented for 1.9.0

Save and load slots are now sync'd together.