

Doomsday Engine - Feature #1421

Heretic: Save state of inventory in saved games

2006-09-15 04:40 - rekrul

Status: Closed	Start date: 2006-09-15
Priority: Normal	% Done: 100%
Assignee: daniij	
Category:	
Target version:	
Description When you save a game, it saves everything, except which inventory item you have selected. For example, you select the third inventory item, save the game, reload it and the inventory selection is set back to the first item. This would be useful to set things up before going into a difficult battle so that you can save the game at that point and have it load back up, all set to try again without having to stop and re-select the desired item. I'd also like to see this in Hexen, if it doesn't currently do it. (I haven't played Hexen yet) Granted, this is a minor change and I would only want it implemented if it wouldn't break compatibility with older save game files. Labels: Game Objects	

History

#1 - 2007-05-17 20:20 - skyjake

(originally posted by anonymous SF.net user)

This Tracker item was closed automatically by the system. It was previously set to a Pending status, and the original submitter did not respond within 14 days (the time period specified by the administrator of this Tracker).