

Doomsday Engine - Feature #1446

Separate saved games for game profiles and users

2007-05-20 01:14 - flamepanther

Status: Closed	Start date: 2007-05-20
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version:	
Description How feasible would it be for user created profiles (TCs etc.) to have their own saves instead of taking up slots in Doom II etc.? Could custom profiles have a flag somewhere in Snowberry to set whether they get their own saves, in case someone wants a particular profile to share saves with another one?	
Labels: Data	
Related issues:	
Related to Feature #1732: Libcommon savegame system	Closed 2007-03-20
Has duplicate Feature #2177: Savegames are not completely separated between p...	Closed 2016-09-04

History

#1 - 2007-06-07 05:51 - skyjake

Logged In: YES
user_id=717323
Originator: NO

It would make sense to, by default in p_saveg.c, use a savegame directory that uses the game mode string as part of its name.

#2 - 2013-10-22 08:55 - skyjake

- Tags set to SaveGame, Mod

#3 - 2016-09-04 09:28 - skyjake

- Has duplicate Feature #2177: Savegames are not completely separated between profiles added

#4 - 2016-09-04 09:28 - skyjake

- Status changed from New to Closed

Superceded by [#2177](#).

#5 - 2016-09-04 09:33 - skyjake

- Subject changed from Separate saved games for game modes and users to Separate saved games for game profiles and users