Doomsday Engine - Feature #1479

Savegame: autosuggest name for savegames

2009-01-06 10:55 - deus-ex

Status:	Closed	**Start date:**	2009-01-06
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:			

Description

Can the savegame system be enhanced to have it suggest a name for empty savegame slots, where the name is composed of the map number and level name, e.g.: "E1M1: Hangar"?

Also this allows to better distinguish between several savegames at a later state and reveals to which map the savegame relates to. This adds greatly to the comfort level of the user.

Note:
To distinguish between savegames of the same name the creation time and date of the savegame can be used and either be additionally displayed in the interface or simply added to the end of the savegame filename.

Labels: User Interface

History

#1 - 2009-02-26 17:14 - danij

- **status**: open --> closed
- **milestone**: Version 2.0 --> Version 1.9