

# Doomsday Engine - Feature #1700

## Warning/error alerts

2014-01-03 16:24 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2014-01-03
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b> User experience	
<b>Target version:</b> 1.14	
<b>Description</b> When a warning is entered into the log or an error occurs, there should be a clear alert notification given to the user about it. This will prevent these important messages from being lost in the console log.	
<b>Related issues:</b>	
Related to Feature #1596: [Updater] Notify when network connection fails	<b>Closed</b> 2013-10-18
Related to Feature #1708: Logging by domain (with filtering)	<b>Closed</b> 2014-01-06
Related to Feature #1687: In-game error dialogs (e.g., corrupt savegame)	<b>Progressed</b> 2013-12-23
Related to Bug #1856: Alert on first launch because game.cfg not found	<b>Closed</b> 2014-08-16

## History

### #1 - 2014-01-14 11:10 - skyjake

The UI (alert dialog) still needs some polishing:

- ~~• Don't show entries before they ready to be drawn.~~
- ~~• Smoothly scroll in new entries (cf. the log).~~
- ~~• Get rid of unnecessary / easily fixable warnings/errors.~~
- Dim previously seen alerts / highlight new alerts.

### #2 - 2014-04-07 08:42 - skyjake

- Status changed from In Progress to Closed

- % Done changed from 90 to 100

### #3 - 2014-08-16 12:33 - skyjake

- Related to Bug #1856: Alert on first launch because game.cfg not found added