

## Doomsday Engine - Feature #1732

### Libcommon savegame system

2014-02-27 01:02 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2007-03-20
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b> Enhancement	
<b>Target version:</b> 1.14	
<b>Description</b> All game plugins should share a unified savegame system implemented in libcommon. Most of the work in practice will involve extending the Doom/Heretic savegame system functionality to be capable of Hexen's saving needs.  However, the only real requirement is to have a unified main interface for the system — internally, there can be different implementations for Doom/Heretic and Hexen saves, and legacy vs. new format, etc.	
<b>Related issues:</b>	
Related to Feature #1755: Use FS2 for runtime files	<b>Closed</b> <b>2014-04-18</b>
Related to Feature #1446: Separate saved games for game profiles and users	<b>Closed</b> <b>2007-05-20</b>
Related to Feature #1460: Remember the playing music in save game	<b>New</b> <b>2008-02-19</b>
Related to Bug #1791: [Hexen] Hub state reset after saving	<b>Closed</b> <b>2014-04-30</b>
Related to Feature #2177: Savegames are not completely separated between prof...	<b>Closed</b> <b>2016-09-04</b>
Precedes Feature #1480: Include screenshot in savegames	<b>New</b> <b>2007-03-21</b>
Precedes Feature #1763: Autosaving	<b>New</b> <b>2007-03-21</b>

### History

#### #1 - 2014-02-27 01:14 - danij

- Start date changed from 2014-02-27 to 2007-03-20

#### #2 - 2014-03-03 23:40 - danij

- Status changed from In Progress to Closed

- % Done changed from 90 to 100

#### #3 - 2014-04-30 20:30 - skyjake

- Related to Bug #1791: [Hexen] Hub state reset after saving added

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

- Related to Feature #2177: Savegames are not completely separated between profiles added