

Doomsday Engine - Feature #1763

Autosaving

2014-04-18 08:14 - skyjake

Status: New	Start date: 2007-03-21
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: 3.x	
Description At certain times, for instance when installing an update to the engine, it is necessary to save the game automatically without any user involvement. The UI should provide a way to load these automatic savegames in a way that clearly distinguishes them as automatic saves.	
Related issues: Follows Feature #1732: Libcommon savegame system Closed 2007-03-20	

History

#1 - 2019-11-29 20:19 - skyjake

- Target version set to 3.x