

## Doomsday Engine - Feature #1771

### Delete savegames via Game Selection menu

2014-04-18 09:37 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2014-04-18
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b> Enhancement	
<b>Target version:</b> 1.15	
<b>Description</b> Now that savegames are listed in the Game Selection menus, there should be an option to delete them, too. In practice, a delete button could be added to the inspection popup, or a delete button could appear when holding down a specific modifier key.	
<b>Related issues:</b> Related to Feature #1976: Replace old Save/Load menu with new UI widgets <b>New</b> <b>2015-02-12</b>	

#### Associated revisions

##### Revision 46bfb803 - 2014-11-27 19:54 - skyjake

UI|Home|Client: Delete savegames via the Game Selection menu/dialog

The saved sessions are now represented in a visually different way in Game Selection; the visual distinction makes it easier to see the difference between saved sessions and the other kinds of sessions.

The saved sessions have an X icon that allows deleting the savegame.

Made text styling more consistent in the Home screen info popups ('dimmed' color for paths, bold 'accent' for headings).

There are two variants of the close icon, one without a ring and one with a ring. These are supposed to be used depending on the context (e.g., with the ring in menus).

IssueID #1771

#### History

##### #1 - 2014-11-26 18:52 - skyjake

- Status changed from New to In Progress
- Assignee set to skyjake
- % Done changed from 0 to 50

##### #2 - 2014-11-27 19:55 - skyjake

- Status changed from In Progress to Resolved
- % Done changed from 50 to 100

##### #3 - 2014-11-28 08:52 - skyjake

- Status changed from Resolved to Closed

##### #4 - 2015-02-12 13:22 - skyjake

- Related to Feature #1976: Replace old Save/Load menu with new UI widgets added