

## Doomsday Engine - Feature #1874

### Defer creation of savegame folders until needed

2014-10-10 21:26 - danij

<b>Status:</b>	Rejected	<b>Start date:</b>	2014-10-10
<b>Priority:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Minor detail		
<b>Target version:</b>			
<b>Description</b>			
<p>Presently savegame folders are created for a game mode when the ResourceSystem receives the relevant Games::Addition notification. Ideally creation of the savegame folder would be deferred until the first time a save is made in this game. (Often users will install plugins for games they do not own (or the plugin may support a game mode they don't own) and so creating these folders when they aren't going to be used may be confusing to the user).</p>			

### History

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#1 - 2019-11-29 15:52 - skyjake

- Status changed from New to Rejected