

Doomsday Engine - Bug #1889

Resetting last-used/quick save slot on game change

2014-10-27 16:46 - danij

Status:	Closed	Start date:	2014-10-27
Priority:	Normal	% Done:	100%
Assignee:	danij		
Category:	Defect		
Target version:	1.15		
Description			
When the game changes the last-used/quick save slots determined for previous game are not forgotten.			

History

#1 - 2014-10-27 16:46 - danij

- Status changed from New to Closed

- % Done changed from 0 to 100