

Doomsday Engine - Feature #2177

Savegames are not completely separated between profiles

2016-09-04 06:46 - Drako

Status:	Closed	Start date:	2016-09-04
Priority:	High	% Done:	100%
Assignee:	skyjake		
Category:	Redesign		
Target version:	2.1 (Late 2018)		
Description			
build 2072 Savegames are not completely separated between profiles. I played Doom2 in the profile automatically created. I made several savegames. These saves were visible in the home UI and inside the game. Then I crated a new profile and chose Doom2 game. In the UI for that profile no savegames were visible but inside the game (through Load Game menu) all the savegames from the automatically created profile were accessible. It seems that it should not be the case.			
Related issues:			
Related to Feature #1976: Replace old Save/Load menu with new UI widgets		New	2015-02-12
Related to Feature #1732: Libcommon savegame system		Closed	2007-03-20
Related to Feature #1203: Additional save slots — revised save management		Progressed	2003-06-20
Related to Feature #1774: Use "-savedir" option to the configure where saves ...		New	2014-04-20
Is duplicate of Feature #1446: Separate saved games for game profiles and users		Closed	2007-05-20

Associated revisions

Revision 5143d824 - 2018-11-08 18:46 - skyjake

SaveGame|UI: Custom profiles have their own save folders

Each custom profile is assigned a unique empty save folder when the profile is created.

SaveGames can be queried for the current game profile's save path.

IssueID #2177

Revision 5b2ad745 - 2018-11-08 19:17 - skyjake

UI|SaveGames: Creating a custom save folder

Older custom profiles naturally don't yet have a custom save folder, so offer to create one in the context menu.

Also improved some UI strings.

IssueID #2177

History

#1 - 2016-09-04 09:26 - skyjake

- *Tracker changed from Bug to Feature*

- *Subject changed from Savegames are not completely separated between profiles. to Savegames are not completely separated between profiles*

- *Category changed from Defect to Redesign*

I'm converting this to a Feature because the management of savegames is working as intended at the moment. The old "slot" mechanism is inherited from the original games, which made no effort to segregate savegames in relation to WAD usage.

What is needed here is to replace the old slot mechanism with a savegame collection that supports an unlimited number of save files and works the same across all games and profiles. That way the UI can only show the relevant save files for each game/profile.

#2 - 2016-09-04 09:27 - skyjake

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

#3 - 2016-09-04 09:28 - skyjake

- *Is duplicate of Feature #1446: Separate saved games for game profiles and users added*

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

- Status changed from New to Closed

#5 - 2016-09-04 09:28 - skyjake

- Related to Feature #1732: Libcommon savegame system added

#6 - 2016-09-04 09:29 - skyjake

- Related to Feature #1203: Additional save slots — revised save management added

#7 - 2016-09-04 09:30 - skyjake

- Status changed from Closed to New

#8 - 2017-04-03 11:55 - skyjake

- Priority changed from Normal to High

- Target version set to Rendering

#9 - 2017-04-03 14:25 - skyjake

- Related to Feature #1774: Use "-savedir" option to the configure where saves are stored added

#10 - 2018-11-07 16:56 - skyjake

- Status changed from New to In Progress

- Assignee set to skyjake

- Target version changed from Rendering to 2.1 (Late 2018)

This should be addressed before the 2.1 release. Basically, every profile needs to have a unique save folder.

The built-in profiles already do have separate folders because they have different game modes, but custom profiles needs to be assigned new folders.

#11 - 2018-11-08 09:30 - skyjake

- % Done changed from 0 to 70

#12 - 2018-11-08 19:37 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 70 to 100

#13 - 2018-11-18 08:05 - skyjake

- Status changed from Resolved to Closed