

## Doomsday Engine - Bug #2323

### Saved games are deleted after opening game

2019-03-10 23:38 - superfly29erguy

<b>Status:</b>	New	<b>Start date:</b>	2019-03-10
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Defect		
<b>Target version:</b>			
<b>Description</b>			
Not sure what is going on, but overtime I close down the game ( and Doom game), it doesn't retain any of my saved files. OS X 10.11.6			

#### History

##### #1 - 2019-03-18 08:28 - skyjake

Is the folder "~/Library/Application Support/Doomsday Engine/runtime" created when you run Doomsday?

If so, please find the doomsday.out log file from that folder and attach it here.

##### #2 - 2019-03-18 08:29 - skyjake

- Category set to Defect

- Priority changed from Urgent to Normal

##### #3 - 2019-03-19 02:50 - superfly29erguy

- File doomsday.out added

Here ya go...thanks.

##### #4 - 2019-11-29 22:25 - skyjake

This could be a glitch with the savegame conversion tool. At least the log seems to contain a lot of messages about legacy savegames.

Perhaps the old saves are clogging up all the save slots? This is difficult to reproduce/debug, though.

##### #5 - 2019-11-29 22:26 - skyjake

- Subject changed from Doomsday deleting saved games after opening game to Saved games are deleted after opening game

#### Files

doomsday.out	10.3 KB	2019-03-19	superfly29erguy
--------------	---------	------------	-----------------