# Doomsday Engine - Bug #2360

## [UI] Savegames from Deathkings are not showing up in Home

2019-12-03 07:53 - skyjake

| | | | |
|---|---|---|---|
| **Status:** | Closed | **Start date:** | 2019-12-03 |
| **Priority:** | Normal | **% Done:** | 100% |
| **Assignee:** | skyjake | | |
| **Category:** | Defect | | |
| **Target version:** | 2.2 (2019) | | |

**Description**

When a save is created in Hexen DK, it doesn't show up in the game library under the Deathkings profile.

However, the save files are in the correct "hexen-dk" save folder, and they show up correctly in-game. The saves can also be loaded without any issues in-game.

**Related issues:**

| | | |
|---|---|---|
| Related to Bug #2181: Savegames are not listed on the homescreen based on the... | **Closed** | **2016-10-10** |

### Associated revisions

**Revision 5e9b1817 - 2019-12-03 12:00 - skyjake**

Fixed|libdoomsday: Comparing package IDs with alternatives

IssueID #2360

**Revision b0257434 - 2019-12-03 12:02 - skyjake**

Fixed|libdoomsday: Comparing package IDs with alternatives

IssueID #2360

### History

**#1 - 2019-12-03 07:54 - skyjake**

*- Related to Bug #2181: Savegames are not listed on the homescreen based on the "savegames" directory contents (needs retesting) added*

**#2 - 2019-12-03 07:55 - skyjake**

See comment by thesourcehim: https://tracker.dengine.net/issues/2181#note-5

**#3 - 2019-12-03 12:01 - skyjake**

*- Status changed from In Progress to Resolved*

*- % Done changed from 0 to 100*

**#4 - 2019-12-17 11:18 - skyjake**

*- Status changed from Resolved to Closed*