

## Doomsday Engine - Bug #2397

### Setting "no monsters" in custom profile is not saved

2020-01-06 19:55 - svl1

<b>Status:</b>	Closed	<b>Start date:</b>	2020-01-06
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Defect		
<b>Target version:</b>	2.2.1		
<b>Description</b>			
When you close doomsday and then open it, this setting is turned off			

#### Associated revisions

##### Revision 975a1137 - 2020-01-07 07:44 - skyjake

Fixed|libcore|Info: Retain original element names

When converting an Info block to a Record, the created variables use the unmodified letter case of the Info element names. Previously, the lower-cased lookup names were being used.

IssueID #2397

##### Revision bceb72da - 2020-01-07 07:44 - skyjake

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IssueID #2397

#### History

##### #1 - 2020-01-06 22:27 - skyjake

- Category set to Defect
- Status changed from New to In Progress
- Assignee changed from Deng Team to skyjake
- Target version set to 2.3.x

I can reproduce this. Probably the variable is being written or restored incorrectly (or has been omitted).

##### #2 - 2020-01-07 07:46 - skyjake

- Status changed from In Progress to Resolved
- Target version changed from 2.3.x to 2.2.1
- % Done changed from 0 to 100

The "noMonsters" variable became "nomonsters" when reading the profile from disk, and was no longer recognized.

##### #3 - 2020-02-01 17:05 - skyjake

- Status changed from Resolved to Closed