Doomsday Engine - Bug #2397

Setting "no monsters" in custom profile is not saved

2020-01-06 19:55 - svl1

Status:	Closed	**Start date:**	2020-01-06
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:	Defect		
Target version:	2.2.1		

Description

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