

## Doomsday Engine - Bug #344

### Saving while dead

2006-08-24 02:19 - papercut2

<b>Status:</b> Closed	<b>Start date:</b> 2006-08-24
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta4	
<b>Description</b> In the original Doom, it used to tell you "You can't save when you're dead!"  I accidentally saved over my Hell Revealed II progress when I meant to hit Load Game!  This is really bad when I get frustrated and do Esc-Enter-Enter-Enter while playing difficult wads faster than I can read the menu and save over my data.  I hope this is fixed soon!  <b>Labels:</b> User Interface	

### History

#1 - 2006-08-24 10:36 - danij

Logged In: YES  
user\_id=849456

Fixed in SVN for 1.9.0-beta5.