

Doomsday Engine - Bug #37

Fog isn't saved into savegames

2003-04-07 14:17 - skyjake

Status: Closed	Start date: 2003-04-07
Priority: Low	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.7	
Description If a fog is activated with XG lines/sectors and you save game, then the fog isn't active when you load the game. Glowheight should be saved to save games too.	
Labels: Gameplay	

History

#1 - 2003-04-15 21:24 - skyjake

Logged In: YES
user_id=717323

At the moment, many things that should be saved aren't. This is because the savegame code was never centralized into the Doomsday engine, and thus things that only the engine knows about (fog parameters, particle generators) can't be saved.

#2 - 2003-06-11 22:01 - skyjake

Logged In: YES
user_id=717323

I should think about fixing this one of these days. Savegame stuff would need to be added to the engine, but that's only a good thing.

#3 - 2003-07-01 22:39 - skyjake

Logged In: YES
user_id=717323

This will be fixed in 1.8.

#4 - 2003-09-27 14:28 - danij

Logged In: YES
user_id=849456

Since you plan on updating the save system, it would be nice if you were given a bit more info about your saves (map name, map time, date saved and a thumbnail).

More importantly could you make the number of saves unlimited.

#5 - 2003-09-27 14:44 - skyjake

Logged In: YES
user_id=717323

Map name: Yes
Map time: Yes
Date: Yes
Thumbnail: Yes
Number of saves to unlimited: Yes

:-)