Doomsday Engine - Bug #54

PWAD savegame crash

2003-05-28 17:18 - skyjake

Status:	Closed		**Start date:**	2003-05-28
Priority:	Normal		**% Done:**	100%
Assignee:	skyjake			
Category:				
Target version:	1.7.10			

Description

When accidently loading a save game, which have different wad loaded than the current game, the game crashes. It's a bit annyoing, so an error message that tells that you can't load that would be much better.

Labels: User Interface

History

#1 - 2003-07-02 17:30 - skyjake

Logged In: YES
user_id=717323

Each game mode should use its own subdir under
Run\Game\Savegame. Then there would be no possibility
of a mixup.

#2 - 2003-07-03 20:35 - skyjake

Logged In: YES
user_id=717323

As far as IWADs are concerned, this is no longer a
problem. Starting with 1.7.11, each game mode uses its
own subdirectory under the savegame directory.

Custom PWADs are a bit more complicated matter.