

## Doomsday Engine - Feature #1774

### Use "-savedir" option to the configure where saves are stored

2014-04-20 05:03 - mezlo

<b>Status:</b>	New	<b>Start date:</b>	2014-04-20
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Enhancement		
<b>Target version:</b>	Modding		
<b>Description</b>			
I know that 1.14.0 includes several changes/enhancements to savegame handling in Doomsday. I use response files for different games/pwads/etc in which I specify <b>-userdir</b> and <b>-savedir</b> . It appears that 1.14.0 is ingoring these switches and placing everything directly under doomsday\users instead.			
<b>Related issues:</b>			
Related to Feature #2177: Savegames are not completely separated between prof...		<b>Closed</b>	<b>2016-09-04</b>

### History

#### #1 - 2014-04-20 11:49 - mezlo

Just to clarify, my response file specifies **-userdir "G:\DOOM\Doomsday\WADS\user" -savedir "G:\DOOM\Doomsday\WADS\user\savegame\doom2"**. When I started Doomsday 1.14.0 it loaded my existing savegame from the specified folder, but when I re-saved the game it placed it in G:\DOOM\Doomsday\user\savegame\doom2, not G:\DOOM\Doomsday\WADS\user\savegame\doom2.

#### #2 - 2014-04-20 12:01 - mezlo

I forgot to mention that when I restarted Doomsday it loaded the savegame from G:\DOOM\Doomsday\user\savegames\doom2, not G:\DOOM\Doomsday\WADS\user\savegame\doom2. It seems that 1.14.0 checks G:\DOOM\Doomsday\user\savegames\doom2 for savegames first, then looks in the folder specified by **-savedir**.

#### #3 - 2014-04-21 17:33 - skyjake

The storage location of savegames has indeed changed in 1.14. The save files are now always stored under `<userdir>/savegames`. The **-savedir** option is only used for determining where savefiles in the old format can be found (in case they aren't under `<userdir>`).

So I think once your old saves have been automatically converted and copied to `<userdir>/savegames` by the savgametool, you can just leave out the **-savedir** option from your response files and let Doomsday manage the files under `<userdir>/savegames`?

#### #4 - 2014-04-21 19:40 - mezlo

Thanks for the clarification. I looked through the release notes and detailed list of changes for 1.14.0 and this is not listed in either place. Has the behavior for any other command line options been changed as well?

#### #5 - 2014-08-17 15:21 - BFG10K

Is there any chance the **-savedir** option can be reinstated to allow redirection of that folder again?

It's much more robust to write to the application folder as the files are preserved no matter what happens externally (e.g. a Windows reinstall).

#### #6 - 2017-04-03 14:25 - skyjake

- Related to Feature #2177: Savegames are not completely separated between profiles added

#### #7 - 2017-04-03 14:27 - skyjake

- Tags set to Configuration

- Tracker changed from Bug to Feature

- Subject changed from Doomsday 1.14.0 appears to ignore **-userdir** and **-savedir** to Use **"-savedir"** option to the configure where saves are stored

- Category set to Enhancement

- Target version set to Modding