

Doomsday Engine - Bug #344

Saving while dead

2006-08-24 02:19 - papercut2

Status: Closed	Start date: 2006-08-24
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta4	
Description 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! Labels: User Interface	

History

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

Logged In: YES
user_id=849456

Fixed in SVN for 1.9.0-beta5.