

## Doomsday Engine - Bug #720

### HEXEN 32BIT Savegames not stored in linux

2009-06-17 07:19 - cteg

<b>Status:</b> Closed	<b>Start date:</b> 2009-06-17
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b> seems like the game is "doing" something but no savegames are stored. and the offset of the selector arrow is wrong.	
<b>Labels:</b> Data	

#### History

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##### #1 - 2009-06-17 12:14 - daniij

This problem is looking likely to be limited to 64bit builds (not currently supported). In order to progress with this we need to first determine whether 32bit \*nix builds are working OK.

##### #2 - 2009-06-18 06:42 - cteg

dont know who and why someone changed the "hexen" tag to "64bit"?  
its 32bit.

##### #3 - 2009-06-18 08:45 - cteg

did'nt read your first comment.  
This is definitely a 32bit build, with the  
described problem.

##### #4 - 2009-06-28 09:16 - skyjake

It was a matter of file name lowercase/uppercase mixup. They were written in lower case, but read with a capital first letter.

Fixed for 1.9.0-beta6.4.