

Kerbal Space Program - Feature #2510

old quicksaves mess up story mode

05/30/2014 07:12 AM - dr-kerpernicus

Status: New	% Done: 0%
Severity: Normal	
Assignee:	
Category:	
Target version:	
Platform: Any	Mod Related: No
Expansion:	
Description - If you hold down F9 to load a quicksave, there is no prior indication how old that savegame is that you are reverting back to. - Restoring to a very old quicksave can result in huge loss of your tech tree (+ loss of missions performed, etc...) which can be a demotivator - there is no "undo the restore to quicksave" or "oops" option after the fact, it is a one-way trip One possible easy fix = simply write a save point ('priorstate.sfs' or something) before reverting to quicksave. If the user realizes they didn't want to do that, they can switch back. If not required, this just gets overwritten the next time a quicksave is loaded (i.e. you're not spamming a folder full of autosave files, if that's a concern). Thanks, cheers	
Related issues: Related to Kerbal Space Program - Feedback #5438: Quickload overwrites persis... Needs Clarification	

History

#1 - 09/29/2015 03:52 PM - jonny

- Related to Feedback #5438: Quickload overwrites persistent.sfs added