

Doomsday Engine - Feature #1161

Stealth mode cheat

2003-05-26 09:23 - skyjake

Status: Rejected	Start date: 2003-05-26
Priority: Low	% Done: 0%
Assignee:	
Category:	
Target version:	
Description Doom 95 had a cheat that disabled monsters' ability to see the player (fhshh).	
Labels: Gameplay	

History

#1 - 2003-06-11 22:27 - tolwyn

Logged In: YES
user_id=616016

makecam n

Does the same thing?

#2 - 2003-06-16 16:30 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

ah the 'notarget' console command found in the quake engines

#3 - 2013-10-21 07:25 - skyjake

- Priority changed from Normal to Low

#4 - 2019-11-29 12:54 - skyjake

- Status changed from New to Rejected