

## Doomsday Engine - Feature #1249

### Level Selecting Support

2003-07-23 03:30 - skyjake

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|--|-------------------------------|
| <b>Status:</b> Closed  | <b>Start date:</b> 2003-07-23 |
| <b>Priority:</b> Normal  | <b>% Done:</b> 100%           |
| <b>Assignee:</b>   |                               |
| <b>Category:</b>   |                               |
| <b>Target version:</b>   |                               |
| <b>Description</b><br>I know, that's sounds cheating, but no! I want this beacuse when you want to play a custom map and it is(let's say) level 8 episode 2, you get fucked up! "Man, i don't have a save in THAT level! Imp Shit!"<br><br>So, do that, not for the chaters: but for the guys who bought a map pack years ago and now want to play it(that's my case) whit full 3D enviornment!<br><br>That's it, thanks man!<br><br><b>Labels:</b> User Interface |                               |

#### History

##### #1 - 2003-07-23 10:56 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: NO

Well, you can always go "warp xx" but your idea is better. Much easier.

##### #2 - 2003-07-23 21:23 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: NO

Just open the console and type warp x y where x is episode num and y is map num. Eg warp 2 8 would get you where you want in your post. Goes without saying that in doom 2 you dont need the episode num

Welcome back to hell ;)

##### #3 - 2003-08-01 17:57 - skyjake

Logged In: YES  
user\_id=717323

Ways to get to arbitrary levels:

- command line option "-warp (episode) (map)", e.g. "-warp 2 8"
- console command "warp (ep)(map)", e.g. "warp 28" (no space in between)
- the old-fashioned IDCLEVnn cheat, where "nn" is the ep/map number