

## Doomsday Engine - Feature #1271

### Game Status Cvars

2003-08-30 11:58 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-08-30
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> The Game should register a number of (read-only) console variables that could then be used in association with the "if" command, or other commands. Things like current weapon, map/episode number, player name/number, ammo, armor, health points.  The cvars need to be read-only because much of the data can't be changed simply by changing a value in memory (e.g. the current map or player weapon).  <b>Labels:</b> Customizability	

### History

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#### #1 - 2003-10-07 19:25 - danij

Logged In: YES  
user\_id=849456

Implemented in CVS.