

Doomsday Engine - Feature #1293

Improve CFG consistency between jDoom/jHeretic

2003-09-27 22:45 - sapiens81

Status: Closed	Start date: 2003-09-27
Priority: Normal	% Done: 100%
Assignee: daniij	
Category:	
Target version:	
Description <p>jHeretic (and jHexen for that matter, though I haven't gone through its CFG) is missing many settings that jDoom has. To a lesser degree, jDoom is missing some settings that jHeretic has.</p> <p>Examples of what jDoom has but jHeretic does not:</p> <ul style="list-style-type: none">hud-scalehud-title-noidsoft (hud-title-noravensoft)map-alphamap-alpha-linesmap-door-colorsmap-door-glowmap-rotatemenu-glittermsg-scalemsg-secretview-bob-weapon-switch-lower <p>jDoom is missing commands like map-cheat-counter-scale. Perhaps at some point in the remaining v1.7.x development some time could be set aside to bring the Raven games up to speed.</p> <p>Labels: Customizability</p>	