

Doomsday Engine - Feature #1384

Option to NOT switch to fist when picking up beserk pack

2005-07-14 10:55 - rekrul

Status: Closed	Start date: 2005-07-14
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description I'd like an option to NOT switch to the fist when picking up a beserk pack in Doom games. Most of the time I end up picking them up by accident while trying to dodge the projectiles of various creatures and I suddenly find myself without a ranged weapon to return fire with. Personally, I never use the fist, even after picking up a beserk pack. When trying to use it against any creature that can fire projectiles, I end up losing much more of my life/armor than if I'd just used the shotgun from a distance, and its slow rate of "fire" means that if whatever you hit doesn't die with the first punch (as the pink demons often don't), you're going to get hit. At least the chainsaw keeps them at bay/stunned until they die I know that this really isn't in the spirit of the original Doom games, but then neither is jumping, which lets you bypass certain puzzles and get to places that would otherwise be inaccessible. Labels: Customizability	

History

#1 - 2005-08-27 04:46 - danij

Logged In: YES
user_id=849456

Implemented for 1.9.0

The cvar 'player-berserkswitch' has been added.