

Doomsday Engine - Feature #1396

Turbo

2005-11-20 23:00 - eddydakillabee

Status: Rejected	Start date: 2005-11-20
Priority: Low	% Done: 0%
Assignee:	
Category:	
Target version:	
Description Another feature I miss from Doom Legacy was the Turbo option. Basically you open up the console, type "turbo x", where x is a number from 0 to 255, and it adjusted your movement speed. Very fun. I'm hoping to see this in here sometime soon, too. Again, thanks!	
Labels: Multiplayer	

History

#1 - 2005-12-09 17:48 - danij

- **assigned_to:** Daniel Swanson --> nobody

#2 - 2012-09-19 11:21 - danij

Logged In: YES
user_id=849456

There is already the -turbo command-line flag.

However a turbo multiplier would be a cool addition to multiplayer.

#3 - 2013-10-18 15:51 - skyjake

- *Priority changed from Normal to Low*

#4 - 2013-10-21 21:00 - skyjake

- *Tags set to Gameplay*

#5 - 2016-08-09 11:06 - skyjake

- *Status changed from New to Rejected*