

Doomsday Engine - Feature #1531

"take" cmd to take away pickup powers

2011-03-30 12:31 - vermil

Status:	New	Start date:	2011-03-30
Priority:	Normal	% Done:	30%
Assignee:			
Category:	Enhancement		
Target version:	Vanilla / Gameplay		
Description			
Not all give console commands for timed pickups can't be turned off by re-entering the command in beta 6.9.			
Labels: Scripting			

History

#1 - 2011-04-08 06:33 - daniij

I suggest that we do not allow "give" to work like this and instead implement a "take" console command. The only reason give used to work with the power ups is because of the original games' logic, not because it was implemented for use with the give command.

#2 - 2013-10-22 11:12 - skyjake

- Tags set to Scripting

#3 - 2019-11-29 19:01 - skyjake

- Category set to Enhancement

- Target version set to Vanilla / Gameplay

- % Done changed from 0 to 30

Heretic has a "take" cheat command now, for ammo and weapons.