

Doomsday Engine - Feature #1550

Command to 'kill all'

2011-11-10 09:58 - vermil

Status: Rejected	Start date: 2011-11-10
Priority: Normal	% Done: 0%
Assignee:	
Category: Minor detail	
Target version:	
Description Probably too negiable, but a variant of the 'kill' (let's say called 'kill all') console command that kills the additional bad guys spawned by some bad guys on death (i.e. the Lost Souls spawned by a Pain Elemental or D'sparil from his serpent).	
Labels: User Interface	

History

#1 - 2013-10-22 12:12 - skyjake

- Tags set to Console
- Subject changed from A 'kill all' command to Command to 'kill all'
- Category set to Minor detail

#2 - 2019-11-29 19:10 - skyjake

- Status changed from New to Rejected

Repeated use of "kill" should be sufficient (perhaps using a console alias with slight delays).