

Doomsday Engine - Feature #1582

Player actions while game is paused

2009-05-06 21:05 - vermil

Status: New	Start date: 2009-05-06
Priority: Normal	% Done: 0%
Assignee:	
Category: Vanilla emulation	
Target version: Vanilla / Gameplay	
Description In Beta6.2, when you pause the game, you lose all control. However in the original games, you could still toggle the automap on/off in all games and scroll through your inventory in Heretic and HeXen, while the game was paused.	
Labels: Gameplay	
Related issues:	
Related to Feature #1648: Complete vanilla DOOM emulation	Progressed 2003-07-17
Has duplicate Feature #1506: The ability to scroll the auto map whilst paused	Closed 2010-01-21

History

#1 - 2005-01-31 15:29 - skyjake

- **Milestone:** v1.9.0-beta6 --> Eventually

#2 - 2009-05-06 22:13 - vermil

To elaborate a bit. All automap controls not related to player movement should still be usable while paused (i.e. follow mode, the grid, position marking etc).

However while you can scroll through your inventory while the game is paused, you were not able to use an inventory item while the game is paused.

#3 - 2009-05-07 07:27 - danij

This isn't a bug. Pausing a game should mean just that, its paused.

#4 - 2013-07-17 08:07 - vermil

Logically yes, Pausing the game should pause everything.

But in the original Doom, Heretic and HeXen you could still do the below things and also enter cheat codes while the game was paused.

I feel this is behaviour that Dday should not be changing (i.e what is essentially player control).

#5 - 2013-07-17 08:11 - skyjake

Ticket moved from /p/deng/bugs/674/

#6 - 2013-07-18 17:37 - skyjake

Moved to feature requests. We take certain liberties in modifying the game UIs (e.g., HUD messages, automap rotation, etc.), and Pause behavior falls under this category.

From a technical POV, implementing this is problematic as game UI time is inherently linked to game world time. It would require adding a separate "pause game world only" mode.

#7 - 2013-10-22 10:07 - skyjake

- *Tags set to Gameplay*

- *Category set to Vanilla emulation*

#8 - 2017-04-03 18:39 - skyjake

- *Target version set to Vanilla / Gameplay*