

Doomsday Engine - Bug #1723

[Value def's] impossible to remove pistol

2014-02-02 22:26 - vermil

Status:	New	Start date:	2014-02-02
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Defect		
Target version:	Modding		
Description			
Doomsday's value defs allow modders to set what weapon(s) a player starts with.			
However, the player is always given the pistol regardless of whether they set the weapon to 'owned' or not.			

History

#1 - 2014-02-02 22:28 - vermil

Fist as well (i.e the default weapons).

#2 - 2017-04-03 14:34 - skyjake

- Tags set to Definitions, Gameplay
- Category set to Defect
- Target version set to Modding