

## Doomsday Engine - Bug #1919

### [Doom 1430] Impossible Selection for IDMUS cheat

2014-12-01 15:36 - sonicdoommario

<b>Status:</b> Closed	<b>Start date:</b> 2014-12-01
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b> Regression	
<b>Target version:</b>	
<b>Description</b> As of Build 1430, using the IDMUS cheat in Doom will give you an "Impossible Selection" message, regardless of what track you pick.  The cheat does work fine in Doom II-based games, however.	
<b>Related issues:</b> Related to Bug #1914: [1420 Doom] Doom cheat code issues? <b>Closed</b> <b>2014-11-23</b>	

#### History

##### #1 - 2014-12-01 16:07 - danij

- Category set to Regression
- Status changed from New to In Progress
- Assignee set to danij
- Target version set to 49

##### #2 - 2014-12-01 16:07 - danij

- % Done changed from 0 to 100

##### #3 - 2014-12-01 16:07 - danij

A simple typo.

##### #4 - 2014-12-01 16:12 - danij

- Status changed from In Progress to Closed

##### #5 - 2014-12-01 16:13 - danij

- Related to Bug #1914: [1420 Doom] Doom cheat code issues? added

##### #6 - 2015-06-08 10:47 - skyjake

- Target version deleted (49)