

Doomsday Engine - Feature #2207

Fast Monsters option in the Options > Gameplay menu

2017-03-04 09:23 - skyjake

Status:	Closed	Start date:	2017-03-04
Priority:	Low	% Done:	100%
Assignee:	skyjake		
Category:	Enhancement		
Target version:	2.0 – Home UI & Packages		
Description			
The fast monsters option should be exposed as a setting in the Options > Gameplay menu. Previously it has only been a command-line option (-fast).			
Related issues:			
Related to Feature #1604: Game rules (1p and MP)		New	
Related to Feature #1516: [Heretic Hexen] Add Doom-like option for fast monsters		New	2010-04-13

Associated revisions

Revision 550dd50c - 2017-03-04 10:51 - skyjake

Doom|Menu: Added Fast Monsters menu option, cvar "game-monsters-fast"

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Revision 8d121d97 - 2017-03-04 12:52 - skyjake

Doom|Menu: Added Fast Monsters menu option, cvar "game-monsters-fast"

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History

#1 - 2017-03-04 10:08 - vermil

It would be cool to see the option for fast monsters extended to Heretic and HeXen as well; they lack this command line option and extending support to these games has been requested before on both forum and tracker.

But really, this is just the tip of the iceberg; adding all gameplay command line options to the console and/or UI of all games (i.e turbo, no monsters, skill level etc. Naturally some of which would only take effect on a level reload and/or player death). The once planned/still planned 'game rules' feature basically.

#2 - 2017-03-04 10:09 - skyjake

- Related to Feature #1604: Game rules (1p and MP) added

#3 - 2017-03-04 10:13 - skyjake

- Related to Feature #1516: [Heretic|Hexen] Add Doom-like option for fast monsters added

#4 - 2017-03-04 10:52 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 0 to 100

#5 - 2017-03-04 21:39 - skyjake

- Status changed from Resolved to Closed

- Priority changed from Normal to Low