

## Doomsday Engine - Feature #2314

### [Heretic] Gameplay option for allowing powered-up staff to damage ghosts

2018-12-30 19:00 - skyjake

<b>Status:</b>	Closed	<b>Start date:</b>	2018-12-30
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Enhancement		
<b>Target version:</b>	2.1.1		
<b>Description</b>			
As requested by Deimos_X.			

#### Associated revisions

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##### Revision 242ed0bf - 2018-12-30 19:03 - skyjake

Heretic: Gameplay option for powered-up staff

Normally the staff will not harm ghost monsters, even with the Tome of Power. Added cvar "player-weapon-staff-powerghostdamage" that changes this so that (only) with the tome, staff will damage ghosts as well.

Added a menu item in the Options > Gameplay menu.

IssueID #2314

##### Revision aadf8f00 - 2018-12-30 19:03 - skyjake

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#### History

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##### #1 - 2018-12-30 19:00 - skyjake

- Status changed from New to Resolved

- % Done changed from 0 to 100

##### #2 - 2019-01-22 11:28 - skyjake

- Status changed from Resolved to Closed