

Doomsday Engine - Feature #2314

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

2018-12-30 19:00 - skyjake

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

Associated revisions

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

#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