Doomsday Engine - Feature #2409

[Heretic] Menu confirmation about Nightmare skill level

2020-01-31 10:10 - skyjake

Status:	Closed	**Start date:**	2020-01-31
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:	Minor detail		
Target version:	2.3		

Description

In Doom, user must confirm with Y/N to use the Nightmare skill level. In vanilla Heretic, this confirmation is missing.

If the "NIGHTMARE" Text string is defined and non-empty, Heretic should also use the same confirmation step.

Related issues:

Related to Bug #2408: Newline characters in Text string definitions	**Closed**	**2020-01-31**

Associated revisions

Revision 13bafd81 - 2020-01-31 10:11 - skyjake

Heretic|Menu: Confirming the Nightmare skill level

Only shown if the NIGHTMARE text string is non-empty.

IssueID #2409

History

#1 - 2020-01-31 10:25 - skyjake

- Related to Bug #2408: Newline characters in Text string definitions added

#2 - 2020-02-03 09:33 - thesourcehim

How is this supposed to work? I tried latest git version today and there's no confirmation if I select black plague difficulty in Shadow of the Serpent Rider.

#3 - 2020-02-03 11:58 - skyjake

thesourcehim wrote:

> How is this supposed to work? I tried latest git version today and there's no confirmation if I select black plague difficulty in Shadow of the Serpent Rider.

That is the default (vanilla) behavior, yes. To make the confirmation message appear, you'll need to define the text string by loading a DED file:

```
Text {
    ID = "NIGHTMARE";
    Text = "Are you sure? This skill level\nisn't even remotely fair.";
}
```

#4 - 2020-12-08 08:27 - skyjake

- Status changed from Resolved to Closed