

## Doomsday Engine - Bug #256

### turbo flag is not documented

2005-09-17 09:18 - doshea

<b>Status:</b> Closed	<b>Start date:</b> 2005-09-17
<b>Priority:</b> Lowest	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.8.6	
<b>Description</b> It seems that the '-turbo <n>' command-line flag supported in the original DOOM game from iD is supported in jDoom or Doomsday, but the flag doesn't appear to be documented anywhere. I see a number of forum posts on the web for people who want to slow down the run speed and this flag seems to be the only way to do that. It might be nice if there was also a cvar to control this speed and possibly an option for it in the control panel as the default seems to be faster than the original DOOM (unless I'm mistaken, and I certainly might be) and it seems people would like to play it the old way.  PS Thanks for all your work, the engine is heaps of fun!  <b>Labels:</b> jDoom	

#### History

##### #1 - 2005-10-29 15:01 - danij

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There already is the CVAR player->move->speed which controls the speed of player movement.

I've added the -turbo option to JDoom.txt