Doomsday Engine - Bug #360

weapon autoswitch when ammo-pickup

2006-09-06 15:50 - haarp

Status:	Closed		**Start date:**	2006-09-06
Priority:	Normal		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:	1.9.0-beta4			

Description

After you run out of ammo for a gun (lets call it gun A), it gets autoswitched to another one. Fine so far, but when you pickup ammo again for gun A, it gets autoswitched back to gun A! This happens, even if weapon autoswitch is disabled in the settings. This only happens after you ran out of ammo. The correct behaviour would be for the current gun to stay.

Labels: jDoom Gameplay

History

#1 - 2006-09-18 23:24 - danij

Logged In: YES
user_id=849456

Added cvar "player-autoswitch-ammo" autoswitch weapon when after collecting ammo for a weapon which had previously ran out of ammo; 0= never 1= if better 2= always.

Implemented in SVN for Doomsday 1.9.0-beta5.