Doomsday Engine - Bug #609

Warp command commonalities

2009-02-25 13:42 - vermil

Status:	Closed		**Start date:**	2009-02-25
Priority:	Normal		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:	1.8.6			

Description

Not really a bug, but it's closer to one than an RFE.

In JDoom, the "warp xx" console command skips any "before" map infine set up. While in JHeretic it doesn't.

If it were me, I personally would go with JDoom's approach across all games.

Labels: Console

History

#1 - 2009-02-25 13:45 - vermil

On top of that, the "warp" console command doesn't work in JHeretic outside of a game. In JDoom you can enter it outside of a game to be taken to level x on skill3.

#2 - 2009-05-05 09:44 - danij

Fixed in svn for 1.9.0-beta6.2