

Doomsday Engine - Bug #991

[Doom] IDBEHOLDx cheat not completely functional

2012-03-03 10:26 - sonicdoommario

Status: Closed	Start date: 2012-03-03
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.10	

Description

1) In Vanilla Doom, when pressing the IDBEHOLD part of the cheat, the game will prompt you with a message to select a powerup. This message does not pop up in Doomsday (INVULN, STR, INVISIO, RAD, ALLMAP, or LITE-AMP).

2) The IDBEHOLDx can toggle off some of the powerups when in effect. Doomsday does not replicate some of these or incorrectly toggles off the power-up.

In Vanilla Doom, IDBEHOLDx could remove a player's invincibility, invisibility, radiation suit, or light goggles if they had one of those powerups in effect (using IDBEHOLDV, I, R, and L, respectively). None of these are correctly replicated by Doomsday.

On the flipside, if a player picked up a Berserk in the map or used IDBEHOLDS to obtain the powers of a Berserk, the player could NOT use IDBEHOLDS to toggle off the Berserk in Vanilla Doom. Instead, entering IDBEHOLDS with a Berserk in effect would only remove the red tint from the screen if it is there. It does not take away the extra power added to the fist. In Doomsday, entering in IDBEHOLDS with a Berserk in effect incorrectly removes the extra power added to the fist, however, it correctly removes the red tint from the screen (if the red tint is seen).

Finally, if a player picked up a Computer Area Map or used IDBEHOLDA to obtain a Computer Map, entering in IDBEHOLDA would not remove the effects of a Computer Map in Vanilla Doom. Doomsday incorrectly restores the automap back to its original state (unless the IDDT cheat is in effect, of course). Perhaps this is intentional?

Labels: Doom, Cheats

History

#1 - 2012-09-05 06:57 - danij

The changes in behavior to the IDBEHOLDA and IDBEHOLDS cheats are indeed intentional. The other issues mentioned here (lack of a prompt and inability to remove a power) are however genuine bugs.

#2 - 2012-09-05 06:57 - danij

The missing "idbehold" prompt has now been fixed for the upcoming 1.9.9 release.

#3 - 2012-09-05 07:05 - sonicdoommario

Wanted to correct this report. I tested out IDBEHOLDS in Vanilla Doom and using IDBEHOLDS when you had a Berserk powerup in effect did in fact remove the extra power added to your first from the Berserk, so I was wrong in that regard.

#4 - 2012-09-09 01:25 - danij

- **status:** open --> fixed
- **Milestone:** v1.9.7 --> v1.10

#5 - 2012-12-18 15:53 - danij

- **labels:** Gameplay --> Doom, Cheats
- **assigned_to:** Daniel Swanson

#6 - 2013-07-23 21:17 - danij

Fixed for the upcoming Doomsday 1.11.1 and 1.10.4 releases.