

## Doomsday Engine - Bug #1079

### [Doom] 'idbehold' cheat missing the menu/prompt

2012-08-26 14:33 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2012-08-26
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.8	
<b>Description</b> Currently when using the idbehold cheat the menu/prompt message is missing.	
<b>Labels:</b> jDoom	

#### History

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#1 - 2012-12-10 09:17 - danij

Closing as duplicate of [\[#983\]](#)

- **status:** open --> closed