

# Doomsday Engine - Feature #1290

## Session-only cvars

2003-09-23 09:08 - danij

<b>Status:</b> New	<b>Start date:</b> 2003-09-23
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> Modding	
<b>Description</b> When creating user maps it would be very usefull if any cvar changed via executing an XG type was only changed for the duration of the current level. Once the next level starts these cvars would be then be reset.  Maybe add a flag to the XG type that makes it either a global or local (duration of the current map) change.	
<b>Labels:</b> Data	
<b>Related issues:</b>	
Related to Feature #1617: Scoped definitions and variables	<b>New</b> <b>2013-10-21</b>
Related to Feature #1633: Console commands and Doomsday Script	<b>New</b> <b>2013-10-22</b>

## History

### #1 - 2003-10-07 15:07 - danij

- **assigned\_to:** Daniel Swanson --> nobody

### #2 - 2012-09-19 11:26 - skyjake

Logged In: YES  
user\_id=717323

At the moment there is no straightforward way to implement this. The engine keeps no track of the "original" value of cvars, making resetting practically impossible.

I agree that there is a need for this kind of functionality, though. Perhaps a console command that temporarily sets the value of a cvar. When the next level is loaded, the temporary values are replaced by the original values.

Perhaps "mset" would be a good name for the command?  
(Map-SET)

"mset rend-camera-fov 30"

### #3 - 2013-10-21 08:36 - skyjake

- *Tags set to Scriping, XG*

- *Subject changed from Session Only Cvars to Session-only cvars*

### #4 - 2013-10-22 09:30 - skyjake

- *Tags changed from Scriping, XG to XG, Scripting*

### #5 - 2017-04-03 18:50 - skyjake

- *Related to Feature #1633: Console commands and Doomsday Script added*

### #6 - 2019-11-26 15:33 - skyjake

- *Target version set to Modding*