

## Doomsday Engine - Feature #1423

### Obituary msg, set difficulty, and Hud face/menu filtering

2006-09-18 16:53 - pimpuigi

<b>Status:</b> Closed	<b>Start date:</b> 2006-09-18
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> When you die in a single player game, it doesn't tell you that you were Bruised by a Baron, burned by an imp, or anything like that. There's no console command to enable it that I am aware of.  I looked through all the commands I could find.  There's no command to change the difficulty option during gameplay.  There's no way to disable mipmapping on raw screens.  If you type rend-tex-filter-mag 0 into the console, and restart jdoom...then it helps a little. But I think there's still mipmapping, or filtering going on somewhere.  Thanks for your help.	

#### History

##### #1 - 2006-09-23 07:21 - danij

Addressed most of the texture filtering issues for 1.9.0-Beta6.10

##### #2 - 2006-09-27 01:05 - papercut2

Logged In: YES  
user\_id=1566636

I don't recall this ever happening before. I know Zdoom says stuff like this. If you play multiplayer with someone it will give obituary messages on who killed who with what. But for now I wouldn't consider this a bug.

##### #3 - 2010-05-05 17:36 - pimpuigi

Logged In: YES  
user\_id=1600910

Yea, that and the difficulty. I shouldn't have mentioned.

Just the mip mapping on the raw screens/magified screens.

I see no way to edit, or fix it...or I would have by now.

I'm sorry : (