

if (skill > sk_nightmare) e messy with SPECIAL and commented parts. acks to make the latest edition work. ode -- shareware l remode != commercial) ! (skill == sk_nightmare II respayinparm) respaymenters = true (fastparm II (skill == sk_nightmare && gameskill != sk_nightmare) for (i=S SARG RUN1 i<=\$ SARG PAIN2); i++1 mobjetoIMT_BRUISERSHOTI.speed = 20°FRACUNIT mobjinfolMT_HEADSHOTI.speed = 20°FRACUNIT; mobjinfolMT_TROOPSHOTI.speed = 20°FRACUNIT for (i=S_SARG_RUN1 | i<=\$ SARG_PAIN2; i++) stateshil.tips < <= 1 mobjetoIMT_BRUISERSHOTE.speed = 15 PRACUNIT mobjinfolMT_HEADSHOTLspeed = 10 FRACUNIT; mobjinfolMT_TROOPSHOTLspeed = 10 FRACUNIT // force players to be initialized upon first level load for (i=0 ; i<MAXPLAYERS ; i++1 playershil.playerstate = PST REBORN // will be set talse if a demo demoplayback = false viewactive - true.

gameepisode = episode

viewactive = true

S. ResumeSound ():

(SPR SHTG.1.5 INULLES SGUNDED II).

(SPR_PISE32768,7,(A_Light1),S_LIGHTDONE.D.O),

SER SHIRLD S SCHOOL WS SCHOOL

SPR_SHTG.0.1 (A Lower),S SGUNDOWN,D,D), // S SGUNDOWN

case d

// do things to

switch (

break

G Do

case d

Agenda

Old school SQL NuGet IDisposable (using) SQL Injection Entity Framework Core