

if (skill > sk_nightmare) e messy with SPECIAL and commented parts. acks to make the latest edition work. = 1; // only start episode 1 on shareware nemode != commercial)] (skill == sk_nightmare II respawiparm) respaymmensters = true: (fastparm II (skill == sk_nightmare && gameskill != sk_nightmare) for (i=S SARG RUN1 ; i<=\$ SARG PAIN2 ; i++) mobjinfolMT_BRUISERSHOTLspeed = 20°FRACUNIT; mobjinfolMT_HEADSHOTI.speed = 20°FRACUNIT; mobjinfolMT_TROOPSHOT1.speed = 20°FRACUNIT for (i=S SARG RUN1; i<=\$ SARG PAIN2; i++) stateslil.tics <<= 1: mobjinfo!MT_BRUISERSHOT).speed = 15*FRACUNIT; mobjnfolMT_HEADSHOTI.speed = 10°FRACUNIT; mobjnfolMT_TROOPSHOTI.speed = 10°FRACUNIT; // force players to be initialized upon first level load playershil.playerstate = PST_REBORN; // will be set false if a demo demonlayback = false;

viewactive = true;

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S ResumeSound ():

(SFR_PISF,32769,7,(A_Light1),S_LIGHTDONE.D,O), (SPR SHTG.0.1.1A Lower).S SGUNDOWN.0.0). //S SGUNDOWN ISPR SHTG,0,3,(NULLI,S_SGUN2,0,0), // S_SGUN1

// do things to

break

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case o