

## Doomsday Engine - Feature #1150

### Duke Nukem 3D Support

2003-04-02 19:05 - skyjake

<b>Status:</b> Rejected	<b>Start date:</b> 2003-04-02
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> 3rd party compatibility	
<b>Target version:</b>	
<b>Description</b> i read in the FAQ you would have put duke 3d in it now you can! :D its out!  you can find download links for the source on the 3drealms.com news page 2nd top news post 1st= this years april fools joke 2nd= source :)	
<b>Labels:</b> Non-Doom Games	

#### History

##### #1 - 2003-04-16 17:37 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: NO

Post by: Kinkyfriend85 [Patrick Westermark]

Sure I understand if it would be fun to see how far you could get duke, but real it's such off topic. It has almost nothing to do with doom. Then porting Rott and strife should have much higher priorities if any.

##### #2 - 2003-05-29 16:59 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: NO

the doom engine and build engine are two different things you can't get duke to run in the doom engine without ugly hacks it would be way easier modify the released source in a similar (new) project, what doomsday does for doom can be done with duke but that'll take time

##### #3 - 2003-08-22 09:58 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: NO

I hate this April jokes  
Desinformation only, it gives nothing!

##### #4 - 2013-10-18 16:18 - skyjake

- Category set to 3rd party compatibility

##### #5 - 2013-10-18 16:30 - skyjake

- Status changed from New to Rejected

Closed because in any realistic view, Duke Nukem 3D is outside the scope of the project. Besides, there already are source ports for Duke Nukem.