

Doomsday Engine - Feature #1152

Support for Wolfenstein Spear of Destiny

2003-05-03 20:04 - skyjake

Status: Rejected	Start date: 2003-05-03
Priority: Lowest	% Done: 0%
Assignee:	
Category: 3rd party compatibility	
Target version:	
Description Hey guys, it all started with Wolfenstein!!!! I'd love to see the whole Id 3D collection working in Doomsday, including the 2 oldies: wolfenstein1 and 2. BTW: Doomsday really rocks!!!! Really adds a lot of extra value to the old 3D Shooters with the mouselook and jump function (note: I'd like to see the mouselook as a toggle functionality: I like to have it "always on". Appart from that, wow! Way to go pal! Excellent work. Pls. pls port it to Linux too... For other non-doom games I'd like to see Blood, Shadow Warrior and Duke Nukem to be supported in the future. Jean Marc. Labels: Non-Doom Games	

History

#1 - 2003-05-04 20:21 - skyjake

Logged In: YES
user_id=717323

Google for "wolfendoom", it works nicely (?) with jDoom and should ease your pain. :-)

Toggleable mouse look has already been implemented. The key/button used as the toggle can be configured in the Controls menu. Default is 'M', IIRC.

#2 - 2003-05-18 17:45 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

for a wolf3d sourcmod goto <http://wolfgl.narod.ru/>
for a duke3d sourcmod goto <http://www.rancidmeat.com/> (or <http://www.icculus.org/> for linux but you may already know that one)
as for a linux port see skyjakes (positive) comment in the "port it to linux" request

#3 - 2013-10-19 12:34 - skyjake

- Tags set to Wolfenstein
- Subject changed from Wolfenstein Spear of Destiny to Support for Wolfenstein Spear of Destiny
- Category set to 3rd party compatibility
- Priority changed from Normal to Low

#4 - 2016-08-09 10:32 - skyjake

- *Priority changed from Low to Lowest*

#5 - 2019-11-29 15:18 - skyjake

- *Status changed from New to Rejected*