

Doomsday Engine - Feature #1174

Player corpse duration for multiplayer

2003-06-02 22:01 - chrisdragon

Status: Closed	Start date: 2003-06-02
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description How about a cvar that dictates how long player corpses stay in the map? Nobody likes seeing dozens of player model bodies all around map01 after a continuous DM. All those bodies will eventually put strain on the engine. corpse duration -1 for infinity and any numbers above specified in minutes (5, 10, 15, etc) Labels: Multiplayer	

History

#1 - 2003-06-02 22:50 - skyjake

Logged In: YES
user_id=717323

There is already the cvar "game-corpse-time". It should work great in multiplayer games, though only on the server. IIRC its value is the number of seconds that corpses stay before fading away. Zero is 'forever'.

If that cvar doesn't work in netgames, post a bug report, please.