

Doomsday Engine - Feature #1198

Support for Rise of the Triad

2003-06-18 01:15 - skyjake

Status:	Rejected	Start date:	2003-06-18
Priority:	Lowest	% Done:	0%
Assignee:			
Category:	3rd party compatibility		
Target version:			
Description			
Rise of the triad would be awesome in Doomsday!!!			
I know it's a different engine... pretty much a souped up Wolf engine. But with the source code now out, it could still be done.			

History

#1 - 2003-06-27 16:40 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES
user_id=889405

comment on dl ?????

#2 - 2003-10-17 21:26 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

Someone should make a list of older games that run on engines similiar to Doom/Build/D.Forces etc., then find someone who wants to add the Doomsday features to it, do that, then have it run from kickstart. Now everyone is happy.

#3 - 2013-10-20 20:39 - skyjake

- Tags set to Wolfenstein
- Subject changed from jRott to Support for Rise of the Triad
- Category set to 3rd party compatibility
- Priority changed from Normal to Lowest

#4 - 2019-11-29 13:15 - skyjake

- Status changed from New to Rejected