

Doomsday Engine - Feature #1202

[MP] Options for Heretic co-op

2003-06-20 12:03 - jerarckill

Status:	New	Start date:	2003-06-20
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Enhancement		
Target version:	Multiplayer		
Description Heya you all, I am trying to launch a coop game at heretic and it seems that it is not possible. I put the Deathmatch param at "no" and monsters at "yes" but the weapons and ammo are placed as for a deathmatch game and the players are not wpawning at the beginning of the map. There is also coop damage which would be cool to turn to off thanks in advance, Jerarckill			
Related issues: Related to Feature #1604: Game rules (1p and MP) <div>New</div>			

History

- #1 - 2003-06-21 08:33 - danij
- assigned_to: Daniel Swanson --> nobody
- #2 - 2012-09-19 11:28 - skyjake
- Logged In: YES
- user_id=717323
- Co-op player spawning seems to work correctly in 1.7. 11/net, as does DM spawning.
- Heretic spawns the same multiplayer items for both DM and co-op. I haven't played the original version in years, but I believe that's what's supposed to happen.
- I'm making this a RFE. Co-op options for:
- disabling multiplayer items
- disabling co-op damage
- #3 - 2013-10-18 15:55 - skyjake
- Tags set to Multiplayer
- Subject changed from jHeretic: Co-op options to [MP] Options for Heretic co-op
- Description updated
- Category set to Enhancement
- #4 - 2016-03-27 08:26 - skyjake
- Target version set to 2.1 (Late 2018)
- #5 - 2018-07-29 16:46 - skyjake
- Target version changed from 2.1 (Late 2018) to Multiplayer