

Doomsday Engine - Feature #1395

Gravity

2005-11-20 22:59 - eddydakillabee

Status: Closed	Start date: 2005-11-20
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description I played Doom Legacy for a little bit with a friend and decided to make the switch to Doomsday, as it is much more up to date and packs more features. However, something I miss is being able to change the gravity to make things interesting. Can you guys please add that? Thanks!	
Labels: Multiplayer	

History

#1 - 2006-01-15 02:28 - danij

Logged In: YES
user_id=849456

Implemented in SVN [3272] for 1.9.0-beta4.

#2 - 2006-06-10 01:46 - danij

Logged In: YES
user_id=849456

Gravity can already be changed by way of customising a MapInfo DED definition for the map you wish to play.

An in-game, gravity multiplier would be a cool addition for multiplayer though.