

Doomsday Engine - Feature #1401

[MP] Options for retaining or acquiring items/keys/weapons at (re)spawn; allow cheats with more granularity

2006-03-24 01:04 - vegabis

Status: New	Start date: 2006-03-24
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Multiplayer	
Description <p>hi. My english is not too good so: be patient. :-) Like Legacy, "Doomsday" is a great enhanced version of my favourite FPS of all time. (since 1991 for me) Well, i'm not gonna tell you the history.....maybe in other e-mail. Is about the network. Mostly of the time, i and my friends plays Doom2 and Heretic in LAN-Coop. (wich are great); but it will make a lot of "great" if you add the "commands" (or something) that allows the cheats in this mode; the idea is for fun, especialy for the weapons and ammo. But with two restriction: NO GOD MODE AND NO MAP CHANGE!. Another nice idea (keeping the point that is for network mode in coop.) is to use some commands (inside of a .CFG) that change the "Start for the first time" with custom weapons in the inventory with an amout of ammo custom too. ¿Understand?. I mean:</p> <ul style="list-style-type: none">• Start the game in a level selected by the server (example map 06), with the weapons: Chainsaw, Rocket launcher and Plasma gun with 50 of ammo for rocket and 600 for plasma.• And if a player die: all of the inventory restore to the default (which is: chainsaw, rocket launcher,)• Of course, making custom with the items too. <p>¿Is that posible? Thanks, and keep the good work!!.</p> Labels: Multiplayer	
Related issues:	
Related to Feature #1576: [MP] Option to retain weapons+ammo after death in c...	New 2012-10-22
Related to Feature #1604: Game rules (1p and MP)	New
Related to Feature #1441: [MP] Option: weaponstay deathmatch	New 2007-03-01

History

#1 - 2006-06-09 19:31 - danij

Implement as part of the "Game Rules" proposal.

#2 - 2009-10-04 22:21 - danij

Logged In: YES
user_id=849456

Starting weapons for Deathmatch/Coop set via the UI would be nice. Need to explicitly transmit to clients?

Expand cheat handling so that a bit array is sent to clients

denoting which cheats are active. Modify multiplayer setup menu so that cheats can be enabled individually as well as completely enabled/disabled.

#3 - 2013-10-18 15:49 - skyjake

- Tags set to Multiplayer
- Subject changed from Things to add to Jdoom and Jheretic to [MP] Options for (re)spawn items/weapons, allowed cheats
- Category set to Enhancement
- Assignee deleted (daniij)

#4 - 2016-03-27 08:26 - skyjake

- Target version set to 2.1 (Late 2018)

#5 - 2017-01-31 08:12 - skyjake

- Subject changed from [MP] Options for (re)spawn items/weapons, allowed cheats to [MP] Options for retaining or acquiring items/weapons at (re)spawn; allow cheats with more granularity

#6 - 2017-05-11 19:45 - skyjake

- Subject changed from [MP] Options for retaining or acquiring items/weapons at (re)spawn; allow cheats with more granularity to [MP] Options for retaining or acquiring items/keys/weapons at (re)spawn; allow cheats with more granularity

#7 - 2018-07-29 16:46 - skyjake

- Target version changed from 2.1 (Late 2018) to Multiplayer