

Doomsday Engine - Feature #1441

[MP] Option: weaponstay deathmatch

2007-03-01 18:35 - mercury13_kiev

Status: New	Start date: 2007-03-01
Priority: Low	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Multiplayer	
Description I want you to make weaponstay deathmatch (like DM3 in Doom Legacy). What I mean: weapons stay, like in DM1, ammo respawns, like in DM2. Useful when you want to give everybody a gun instead of forcing him to run with a pistol.	
Labels: Multiplayer	
Related issues:	
Related to Feature #1604: Game rules (1p and MP)	New
Related to Feature #1457: [MP] Option to choose items/weapons/ammo on spawn	New 2007-10-04
Related to Feature #1401: [MP] Options for retaining or acquiring items/keys/...	New 2006-03-24

History

#1 - 2007-03-31 17:39 - skyjake

- **summary:** Weaponstay deathmatch --> [MP] Weaponstay deathmatch

#2 - 2012-10-22 07:27 - danij

- **assigned_to:** Daniel Swanson --> nobody

#3 - 2013-10-18 15:43 - skyjake

- *Tags set to Multiplayer*

- *Subject changed from [MP] Weaponstay deathmatch to [MP] Option: weaponstay deathmatch*

- *Category set to Enhancement*

#4 - 2015-05-16 21:48 - skyjake

- *Priority changed from Normal to Low*

#5 - 2019-11-29 15:31 - skyjake

- *Target version set to Multiplayer*