

Doomsday Engine - Feature #1445

Player Max Ammo Values in Heretic

2007-05-05 17:16 - billy_of_fenham

Status:	Closed	Start date:	2007-05-05
Priority:	High	% Done:	100%
Assignee:	skyjake		
Category:	Enhancement		
Target version:	2.1 (Late 2018)		
Description Enable player values such as max health, max armour, max mana, item pickup amounts specifiable via Values.ded file like jDoom.			
Labels: Customizability			
Related issues: Copied to Feature #2281: Apply Values in Hexen			
		New	2007-05-05

Associated revisions

Revision 6602ece3 - 2018-08-29 10:07 - skyjake
Heretic: Optionally initialize Player Max Ammo values via DED

IssueID #1445

History

- #1 - 2007-05-22 18:00 - daniij**
- **Milestone:** Next Release --> Eventually
- #2 - 2013-10-22 08:54 - skyjake**
- *Tags set to Mod, Definitions, Heretic, Hexen*
- *Subject changed from Impliment Values for Use in DEDs for jHexen/jHeretic to Apply Values in Heretic and Hexen*
- *Priority changed from Normal to High*
- #3 - 2018-08-28 12:01 - skyjake**
- *Category set to Enhancement*
- *Assignee set to skyjake*
- *Target version set to 2.1 (Late 2018)*
- #4 - 2018-08-29 09:17 - skyjake**
- *Copied to Feature #2281: Apply Values in Hexen added*
- #5 - 2018-08-29 09:18 - skyjake**
- *Subject changed from Apply Values in Heretic and Hexen to Player Max Ammo Values in Heretic*

Split Hexen to its own feature request.
- #6 - 2018-08-29 09:35 - skyjake**
- *Status changed from New to Resolved*
- *% Done changed from 0 to 100*
- #7 - 2018-10-27 19:13 - skyjake**
- *Status changed from Resolved to Closed*