Doomsday Engine - Feature #1452

[Hexen] Monster respawn rate

2007-08-27 13:10 - deus-ex

Status:	Rejected	**Start date:**	2007-08-27
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:			
Target version:			

Description

[HEXEN] monster respawn rate:

Hexen respawns monsters in single player mode in a constant manner, which can get disturbing at times when you are severely exploring an area in search for a quest task (and start running out of ammo/health).

If possible please add an console command (available in the game options menu as well?) that allows to control the monster respawning rate, where the rate should range from none to somewhere above the default respawn time, to add an optional challenge for hardcore gamers as well.

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Kind regards,
deus-ex

Labels: Gameplay

Related issues:

Related to Feature #1604: Game rules (1p and MP)	**New**	
Related to Feature #1584: [Deathkings] Option for monster respawn rate	**Closed**	**2013-09-03**
Has duplicate Feature #2377: [Hexen] Option for monster respawn rate	**New**	**2013-09-03**

History

#1 - 2008-11-17 00:00 - danij

- **Milestone**: Pre 2.0 --> Eventually

#2 - 2013-10-03 23:49 - danij

Logged In: YES
user_id=849456
Originator: NO

This is not as straight forward as it would at first seem. In Hexen the rate of spawn is actually controlled via ACS scripts (unlike DOOM/Heretic).

#3 - 2013-10-22 09:05 - skyjake

- Tags set to Hexen, Gameplay

- Subject changed from [HEXEN] controllable monster respawn rate to [Hexen] Monster respawn rate

#4 - 2019-11-29 18:46 - skyjake

- Status changed from New to Rejected

#5 - 2019-12-24 06:38 - skyjake

- Has duplicate Feature #2377: [Hexen] Option for monster respawn rate added