

Doomsday Engine - Feature #1456

Working multiplayer + options

2007-10-03 11:17 - docfu

Status: Closed	Start date: 2007-10-03
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description I would like to see a multiplayer version that doesn't segfault/kick players when 2-3-4 players join a server. I would also like to see two options: <ol style="list-style-type: none">1. Spawn with all weapons2. Spawn with full ammunition This is just to give players a slight bonus when playing on nightmare mode because we frequently(always?) run out of ammo. Labels: Multiplayer	

History

#1 - 2008-09-24 10:45 - danij

Logged In: YES
user_id=849456
Originator: NO

Both of the these features are already implemented. Enable cheats on the server and then give all players as many goodies as you want.

The multiplayer spawn issue will be fixed in an upcoming release.