

## Doomsday Engine - Feature #1457

### [MP] Option to choose items/weapons/ammo on spawn

2007-10-04 14:56 - docfu

<b>Status:</b>	New	<b>Start date:</b>	2007-10-04
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Enhancement		
<b>Target version:</b>	Multiplayer		
<b>Description</b>			
<p>Due to consistent weapon/ammo shortages it would be nice if the server could set which weapons/ammo players SPAWN with.</p> <p>Currently this can be achieved through the server giving weapons/ammo to players by using the cheat mode but every time a player dies their character resets and they go back to zero. Since the game already has modifiers which make the game harder by giving monsters a health/damage advantage, it would be nice to have the following options to assist the players:</p> <p>Player spawns with chainsaw: yes/no Player spawns with pistol: yes/no (Is it even possible not to have the pistol?) Player spawns with shotgun: yes/no Player spawns with minigun: yes/no Player spawns with rocket launcher: yes/no Player spawns with plasma rifle: yes/no Player spawns with BFG: yes/no</p> <p>Player spawns with X bullets: 0-# Player spawns with X shells: 0-# Player spawns with X rockets: 0-# Player spawns with X cells: 0-#</p> <p>Player spawns with random weapons: no/0-all weapons Player spawns with random ammo: yes/no</p> <p>Player spawns with ammo backpack: yes/no Player spawns with automap: yes/no</p> <p>Other items like night vision/radiation suits have time limits so there isn't much point to having players spawn with them...unless you also change the length of their effectiveness.</p> <p>Thank you, Jonathan</p>			
<b>Labels:</b> Multiplayer			
<b>Related issues:</b>			
Related to Feature #1604: Game rules (1p and MP)		<b>New</b>	
Related to Feature #1441: [MP] Option: weaponstay deathmatch		<b>New</b>	<b>2007-03-01</b>

#### History

##### #1 - 2007-11-22 08:42 - danij

Sounds like a good idea to me. Won't happen until after the unified client/server restructuring for single and multiplayer though.

##### #2 - 2013-10-18 15:42 - skyjake

- Tags set to Multiplayer
- Subject changed from Ability to choose items/weapons/ammo on multiplayer spawn to [MP] Option to choose items/weapons/ammo on spawn
- Category set to Enhancement
- Assignee deleted (danij)

##### #3 - 2019-11-29 18:30 - skyjake

- Target version set to Multiplayer