

Doomsday Engine - Feature #1466

Multiplayer map select limitation

2008-07-11 15:23 - vermil

Status: Rejected	Start date: 2008-07-11
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version:	
Description The level select option in the multiplayer map select option is always 1-32, regardless of whether there is actually more than 32 maps loaded. I'd imagine this is a hardcoded value in the src. But maybe things could be changed so Dday reads the loaded map definitions instead to determine the max range for the option (or available map numbers if there are gaps in map numbers in the loaded map defs)? Labels: Multiplayer	

History

#1 - 2013-10-18 15:41 - skyjake

- Status changed from New to Rejected

Closed because the reported issue relates to UI that has since been removed.