

Doomsday Engine - Feature #1584

[Deathkings] Option for monster respawn rate

2013-09-03 14:53 - tarabs

Status: Closed	Start date: 2013-09-03
Priority: Low	% Done: 100%
Assignee: skyjake	
Category: Enhancement	
Target version: 2.3	
Description Hexen: Deathkings of the Dark Citadel respawns monsters in single player mode in a constant manner (excessive monster respawning), 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 (or desable), where the rate should range from none to somewhere above the default respawn time, to add an optional challenge for hardcore gamers as well.	
Related issues:	
Related to Feature #1604: Game rules (1p and MP)	New
Related to Feature #1452: [Hexen] Monster respawn rate	Rejected 2007-08-27
Copied to Feature #2377: [Hexen] Option for monster respawn rate	New 2013-09-03

Associated revisions

Revision c7388849 - 2019-12-23 14:49 - skyjake

Hexen|Deathkings: Cvar for controlling monster respawn rate

Added cvar "game-deathkings-respawn-chance".

IssueID #1584

History

#1 - 2013-10-03 23:32 - danij

- **Milestone:** Next Release --> Eventually

#2 - 2013-10-18 20:37 - skyjake

- *Tags set to Hexen*

- *Subject changed from Hexen: Deathkings of the Dark Citadel - monster respawn rate to [Deathkings] Option for monster respawn rate*

- *Category set to Enhancement*

- *Priority changed from Normal to Low*

#3 - 2015-05-15 14:26 - skyjake

- *Tags changed from Hexen to Hexen, Deathkings*

#4 - 2016-08-09 11:05 - skyjake

- *Tags changed from Hexen, Deathkings to Hexen, Deathkings, Gameplay*

#5 - 2019-11-29 15:50 - skyjake

- *Status changed from New to Rejected*

#6 - 2019-12-23 08:53 - skyjake

- *Description updated*

The respawning is being done via ACS (script 255):

<https://www.doomworld.com/forum/topic/92230-so-who-has-a-patch-that-removes-monster-spawning-in-deathkings/>

#7 - 2019-12-23 14:48 - skyjake

- *Status changed from Rejected to Resolved*
- *Assignee set to skyjake*
- *Target version set to 2.3*
- *% Done changed from 0 to 100*

Implemented as a cvar for 2.3: game-deathkings-respawn-chance, defaults to 100 (%).

#8 - 2019-12-24 06:35 - skyjake

- *Copied to Feature #2377: [Hexen] Option for monster respawn rate added*

#9 - 2020-12-08 08:27 - skyjake

- *Status changed from Resolved to Closed*