

Doomsday Engine - Feature #1638

Configure game options via Shell GUI

2013-10-24 08:18 - skyjake

Status:	Closed	Start date:	2013-10-24
Priority:	Urgent	% Done:	100%
Assignee:	skyjake		
Category:	User experience		
Target version:	2.1 (Late 2018)		
Description			
<p>The Shell needs an easier way to pick basic game options such as which map to play, deathmatch/coop mode, and other MP options. The same options should also be provided in the client's MP hosting GUI. This means there should be a common set of definitions that specify the options to provide, which can then be represented using native or Doomsday widgets.</p> <p>It would also be nice to have a GUI for defining the map cycle.</p>			
Related issues:			
Related to Feature #1604: Game rules (1p and MP)		New	
Related to Feature #1754: Start local server using client GUI		New	2014-04-18
Copied to Feature #2288: Configure all multiplayer game options via GUI		New	2013-10-24

History

#1 - 2013-10-24 08:18 - skyjake

- Target version set to 1.14

#2 - 2014-03-08 13:50 - skyjake

- Target version changed from 1.14 to 1.15

#3 - 2014-07-17 11:04 - skyjake

- Target version changed from 1.15 to 42

#4 - 2015-01-22 10:57 - skyjake

- Target version changed from 42 to 50

#5 - 2015-01-22 10:57 - skyjake

- Related to Feature #1754: Start local server using client GUI added

#6 - 2015-01-22 10:59 - skyjake

- Tags changed from Tools, Multiplayer, UI to Tools, Multiplayer, UI, Shell, Client

- Subject changed from [Shell] Configure game options via GUI to Configure game options via GUI (Shell and client)

- Description updated

#7 - 2015-01-22 10:59 - skyjake

- Priority changed from Normal to Urgent

#8 - 2016-03-27 08:04 - skyjake

- Target version changed from 50 to 2.1 (Late 2018)

#9 - 2016-11-14 22:48 - skyjake

- Status changed from New to Progressed

- % Done changed from 0 to 30

The GUI Shell now has an Options tab where the (basic, hardcoded) options defined in libshell are populated as widgets. The values are applied via console commands.

For 2.1, the options should be read from game-specific Info files and should support all the available cvars.

#10 - 2018-10-27 14:42 - skyjake

- *Subject changed from Configure game options via GUI (Shell and client) to Configure game options via Shell GUI*
- *Status changed from Progressed to Resolved*
- *% Done changed from 30 to 100*

The basic game settings are now in the GUI.

It would be preferable to have the full set of options there as well, but before that is done there should be a mechanism to declare these options in an Info file in the game's package.

#11 - 2018-10-27 14:45 - skyjake

- *Copied to Feature #2288: Configure all multiplayer game options via GUI added*

#12 - 2018-10-27 19:13 - skyjake

- *Status changed from Resolved to Closed*