

## Doomsday Engine - Bug #218

### non-auto weapon select doesn't work in coopartive doom

2005-02-17 12:30 - halfgaar

<b>Status:</b> Closed	<b>Start date:</b> 2005-02-17
<b>Priority:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.8.6	
<b>Description</b> I'm not sure in which category this goes, but this one seems most likely.  There is a configfile option player-autoswitch which disables auto weapon select. This options does not work in cooperative multiplayer. All weapons (standard map weapons and coop weapons) are affected, and the options "no coop weapons/objects" have no effect as well.  <b>Labels:</b> jDoom Multiplayer	

#### History

##### #1 - 2005-02-17 16:08 - halfgaar

Logged In: YES  
user\_id=684411

I've done some further testing. Auto select can only be disabled in singleplayer and deathmatch 2. So, coop and deathmatch 1 always have auto weapon select.

##### #2 - 2005-04-19 00:48 - danij

Logged In: YES  
user\_id=849456

Fixed this in co-op games for 1.8.7.

Deathmatch 1 sill forces weapon switching (it is a bug though).

Should we make an overriding "server-allow-auto-weapon-switch" option instead for deathmatch? As many players (especially "hardcore old-schoolers") would prefer it if all players HAD to switch weapons.

##### #3 - 2005-04-19 01:03 - danij

Logged In: YES  
user\_id=849456

Other server side options for deathmatch purposes I'd like to see are:

1 Rockets explosions are infinitely tall.  
2 Allow auto aim - (two modes) All weapons | Not BFG  
The reason for (Not BFG) is to prevent BFG spamming (where a player stands in the middle of a huge open area, spinning around shooting BFG blasts at the ground). It really can ruin games if a player employs this tactic.

These are just some the more important (IMO) "Quake-style Modifiers" I'd like to implement.

##### #4 - 2005-04-19 11:16 - halfgaar

Logged In: YES

user\_id=684411

The server option for auto-weapon-switch is a good idea. The game should be configurable to emulate the original doom as much as possible.

As for your other two suggestions, are they quake options? What exactly do you mean that rocket explosions are infinitely tall? That shooting on the wall in front of you will kill someone standing on a ledge above that wall? Hmm, that seems rather unusual to me...

And about the autoaim. What kind of autoaim were you thinking of? I mean, the original game had an auto-aim option to compensate for no mouse look, and jDoom has this as well (although I'm not sure if it also only aims vertically, as I suspect it does to emulate doom). This kind of auto-aiming should be possible, but perhaps only when mouselook is not allowed by the server (you could make that a switch too). But auto-aiming in every direction is cheating IMO.

BTW, with too many options, you always end up playing on gameservers which have the settings not to your liking. Perhaps it would be good to be able to filter out/in gameservers in the multiplayer menu which have settings you don't/do want.

#### **#5 - 2005-04-19 13:02 - danij**

Logged In: YES  
user\_id=849456

I didn't actually mean autoaim I meant mouselook/freelook (it was late when I posted that...)

That shooting on the wall in front of you will kill someone standing on a ledge above that wall? Hmm, that seems rather unusual to me...

That was the way DM was in original Doom (sounds bizarre I know). Problem is many long term players got used to this quirk and developed different styles of play because of it. Now that the trend is for "modern realistic rules" this behaviour has been changed and many would argue that it shouldn't, especially in multiplayer.

When it comes to Doom deathmatch there are two very different camps (those who are used to newer FPS and those who grew up with the genre ie from Doom onwards). Many of us "old schoolers" like to play with the original Doom behaviour because IMO it makes for a far more tactical and skillfull game.

#### **#6 - 2005-04-19 15:30 - halfgaar**

Logged In: YES  
user\_id=684411

I am all for making the game feel like the original, as long as the enhanced gameplay features are also available :)