

Doomsday Engine - Feature #2238

Configure game rules in custom profiles

2017-04-04 08:18 - skyjake

Status: Closed	Start date: 2017-04-04
Priority: Low	% Done: 100%
Assignee: skyjake	
Category: Enhancement	
Target version: 2.1 (Late 2018)	
Description In addition to start map and skill, default game rules could be configured in a custom profile so it is not necessary to use command-line options such as: <ul style="list-style-type: none">• -fast• -turbo• -respawn	
Related issues: Related to Feature #1604: Game rules (1p and MP) New	
Related to Feature #1516: [Heretic Hexen] Add Doom-like option for fast monsters	New 2010-04-13
Related to Feature #2241: Configure games via Home UI (advanced users, cf. au...	Progressed 2017-04-05

History

#1 - 2017-04-04 08:19 - skyjake

- Related to Feature #1604: Game rules (1p and MP) added

#2 - 2018-10-27 15:55 - skyjake

- Related to Feature #1516: [Heretic|Hexen] Add Doom-like option for fast monsters added

#3 - 2018-10-27 19:06 - skyjake

- Related to Feature #2241: Configure games via Home UI (advanced users, cf. autoexec.cfg) added

#4 - 2018-11-05 08:20 - skyjake

- Related to deleted (Feature #2241: Configure games via Home UI (advanced users, cf. autoexec.cfg))

#5 - 2018-11-05 08:21 - skyjake

- Is duplicate of Feature #2241: Configure games via Home UI (advanced users, cf. autoexec.cfg) added

#6 - 2018-11-05 08:21 - skyjake

- Status changed from New to Closed

Merged with [#2241](#).

#7 - 2018-11-05 08:21 - skyjake

- Target version deleted (2.1 (Late 2018))

#8 - 2018-11-10 17:50 - skyjake

- Status changed from Closed to In Progress

- Assignee set to skyjake

- Target version set to 2.1 (Late 2018)

#9 - 2018-11-10 17:50 - skyjake

- Is duplicate of deleted (Feature #2241: Configure games via Home UI (advanced users, cf. autoexec.cfg))

#10 - 2018-11-10 17:50 - skyjake

- Related to Feature #2241: Configure games via Home UI (advanced users, cf. autoexec.cfg) added

#11 - 2018-11-12 20:32 - skyjake

- Status changed from *In Progress* to *Resolved*

- % Done changed from 0 to 100

Games can now define gameplay options whose values can be set per-profile in the game library.

This currently supports boolean toggles and numbers within a range.

#12 - 2018-11-18 08:05 - skyjake

- Status changed from *Resolved* to *Closed*