

Doomsday Engine - Feature #2288

Configure all multiplayer game options via GUI

2018-10-27 14:45 - skyjake

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|---|-----------------|--------------------|-------------------|
| Status: | New | Start date: | 2013-10-24 |
| Priority: | Normal | % Done: | 100% |
| Assignee: | skyjake | | |
| Category: | User experience | | |
| Target version: | Multiplayer | | |
| Description | | | |
| There should be a set of definitions (Info file in the game package) that specify the game options to show in the GUI. In practice, each option maps to a console variable. | | | |
| It would also be nice to have a GUI for defining the map cycle. | | | |
| Related issues: | | | |
| Related to Feature #1604: Game rules (1p and MP) | | New | |
| Copied from Feature #1638: Configure game options via Shell GUI | | Closed | 2013-10-24 |

History

#1 - 2018-10-27 14:45 - skyjake

- Copied from Feature #1638: Configure game options via Shell GUI added

#2 - 2018-10-27 14:45 - skyjake

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