

Doomsday Engine - Feature #2377

[Hexen] Option for monster respawn rate

2019-12-24 06:35 - skyjake

Status:	New	Start date:	2013-09-03
Priority:	Lowest	% Done:	0%
Assignee:	Deng Team		
Category:	Enhancement		
Target version:	Vanilla / Gameplay		
Description			
Hexen uses a specific ACS script to continually spawn monsters.			
Modify the cvar "game-deathkings-respawn-chance" to:			
<ul style="list-style-type: none">• Work in Hexen as well• Check that the BEHAVIOR lump is unmodified (that script 255 comes from vanilla HEXEN.WAD)			
https://doomwiki.org/wiki/Hexen_scripted_monster_spawning			
Related issues:			
Is duplicate of Feature #1452: [Hexen] Monster respawn rate		Rejected	2007-08-27
Copied from Feature #1584: [Deathkings] Option for monster respawn rate		Closed	2013-09-03

History

#1 - 2019-12-24 06:35 - skyjake

- Copied from Feature #1584: [Deathkings] Option for monster respawn rate added

#2 - 2019-12-24 06:35 - skyjake

- % Done changed from 100 to 0

#3 - 2019-12-24 06:38 - skyjake

- Is duplicate of Feature #1452: [Hexen] Monster respawn rate added