

Doomsday Engine - Bug #787

[Co-op] Voodoo dolls not supported

2009-09-26 09:08 - vermil

Status:	New	Start date:	2009-09-26
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Vanilla emulation		
Target version:	Vanilla / Gameplay		
Description			
JDoom doesn't support Voodoo dolls in co-op at tall. They only appear in Single Player.			
Vanilla Doom "supports" voodoo dolls in co-op for all present players; indeed, both TNT Map30 and Plutonia Map28 feature non-essential co-op Voodoo dolls.			
This also affects JHeretic, but Dday has never supported Voodoo dolls in JHeretic at tall, not even in Single Player. I submitted an RFE about that ages ago: http://sourceforge.net/tracker/index.php?func=detail&aid=1955401&group_id=74815&atid=542102			
As such, considering the MP code is to be rewritten for the upcoming 1.9 Beta7, maybe both these issues could be addressed.			
Labels: Multiplayer			

History

#1 - 2013-10-22 19:03 - skyjake

- Tags set to *PlaySim*
- Category set to *Vanilla emulation*
- Priority changed from *Low* to *Normal*
- Target version deleted (*1.8.6*)

#2 - 2013-10-22 19:03 - skyjake

- Tags changed from *PlaySim* to *PlaySim, Multiplayer*

#3 - 2017-04-03 14:58 - skyjake

- Target version set to *Modding*

#4 - 2017-04-03 18:34 - skyjake

- Target version changed from *Modding* to *Vanilla / Gameplay*