

## Doomsday Engine - Bug #814

### [XG] Cooperative and Deathmatch flags only check for MP

2009-11-09 09:48 - vermil

<b>Status:</b>	Closed	<b>Start date:</b>	2009-11-09
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Defect		
<b>Target version:</b>	2.2 (2019)		
<b>Description</b>			
The Cooperative and Deathmatch requirement flags in XG don't actually check wheter the gamemode is Deathmatch or Cooperative. They only check whether the game is single player or multiplayer.			
<b>Labels:</b> XG			

#### Associated revisions

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##### Revision dfc0f5e5 - 2019-11-26 21:33 - skyjake

Fixed|XG: Check for deathmatch and cooperative line flags

IssueID #814

#### History

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##### #1 - 2013-10-22 19:05 - skyjake

- Tags set to XG, Multiplayer
- Category set to Defect
- Target version deleted (1.8.6)

##### #2 - 2016-08-09 10:30 - skyjake

- Target version set to 2.1 (Late 2018)

##### #3 - 2018-07-29 16:55 - skyjake

- Target version changed from 2.1 (Late 2018) to Modding

##### #4 - 2019-11-26 21:34 - skyjake

- Status changed from New to Resolved
- Assignee set to skyjake
- Target version changed from Modding to 2.2 (2019)
- % Done changed from 0 to 100

##### #5 - 2019-12-17 11:17 - skyjake

- Status changed from Resolved to Closed