

## Doomsday Engine - Feature #1202

### [MP] Options for Heretic co-op

2003-06-20 12:03 - jerarckill

<b>Status:</b> New	<b>Start date:</b> 2003-06-20
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> Enhancement	
<b>Target version:</b> Multiplayer	
<b>Description</b> Heya you all,  I am trying to launch a coop game at heretic and it seems that it is not possible. I put the Deathmatch param at "no" and monsters at "yes" but the weapons and ammo are placed as for a deathmatch game and the players are not wpawning at the beginning of the map.  There is also coop damage which would be cool to turn to off  thanks in advance,  Jerarckill	
<b>Related issues:</b> Related to Feature #1604: Game rules (1p and MP) <span style="float: right;"><b>New</b></span>	

#### History

##### #1 - 2003-06-21 08:33 - danij

- **assigned\_to:** Daniel Swanson --> nobody

##### #2 - 2012-09-19 11:28 - skyjake

Logged In: YES  
user\_id=717323

Co-op player spawning seems to work correctly in 1.7.11/net, as does DM spawning.

Heretic spawns the same multiplayer items for both DM and co-op. I haven't played the original version in years, but I believe that's what's supposed to happen.

I'm making this a RFE. Co-op options for:

- disabling multiplayer items
- disabling co-op damage

##### #3 - 2013-10-18 15:55 - skyjake

- *Tags set to Multiplayer*
- *Subject changed from jHeretic: Co-op options to [MP] Options for Heretic co-op*
- *Description updated*
- *Category set to Enhancement*

##### #4 - 2016-03-27 08:26 - skyjake

- *Target version set to 2.1 (Late 2018)*

##### #5 - 2018-07-29 16:46 - skyjake

- *Target version changed from 2.1 (Late 2018) to Multiplayer*