

Doomsday Engine - Feature #1213

[MP] Respawn items in co-op and deathmatch

2003-06-28 09:29 - skyjake

Status: New	Start date: 2003-06-28
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Multiplayer	
Description An option (and cvar) to enable respawning of items in co-op games.	
Related issues: Related to Feature #1604: Game rules (1p and MP) New	

History

#1 - 2013-10-18 15:53 - skyjake

- Subject changed from Respawn items in co-op to [MP] Respawn items in co-op

#2 - 2013-10-18 15:54 - skyjake

- Tags set to Multiplayer
- Subject changed from [MP] Respawn items in co-op to [MP] Respawn items in co-op
- Description updated
- Category set to Enhancement

#3 - 2016-03-27 08:26 - skyjake

- Target version set to 2.1 (Late 2018)

#4 - 2017-01-31 08:14 - skyjake

- Subject changed from [MP] Respawn items in co-op to [MP] Respawn items in co-op and deathmatch

#5 - 2017-01-31 08:14 - skyjake

- Tags changed from Multiplayer to Multiplayer, Gameplay

#6 - 2018-07-29 16:46 - skyjake

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