

Doomsday Engine - Feature #1308

Splitscreen multiplayer

2003-11-01 12:50 - jaquboss

Status: Progressed	Start date: 2003-11-01
Priority: High	% Done: 40%
Assignee:	
Category: Redesign	
Target version: Multiplayer	
Description Splitscreen coops in legacy are great. (better than LANcoop games) Let's add splitscreen to Doomsday!!!	
Related issues:	
Related to Bug #1809: Postfx causes other splitscreen consoles to go black/white	Closed 2014-05-25
Related to Feature #1745: Performance optimization	Progressed 2014-04-09
Related to Feature #1945: Efficient reuse of world geometry across multiple f...	Resolved 2015-01-13
Has duplicate Feature #1739: Split screen local coop	Rejected 2014-03-20

History

#1 - 2003-11-10 11:15 - jaquboss

Logged In: YES
user_id=899538

Ok some of this is done in 1.8 Alpha , But you can still control only one player at once...

#2 - 2004-04-04 10:25 - chrisdragon

Logged In: YES
user_id=763563

Double the rendering, and you'd need an extra kb and mouse X_X

#3 - 2013-10-21 16:17 - skyjake

- Subject changed from Splitscreen Multiplayer to Splitscreen multiplayer
- Status changed from New to In Progress
- Priority changed from Normal to High
- % Done changed from 0 to 40

Marking this as "in progress" because some work has been done toward multiple simultaneous viewports and separate bindings for all local players.

#4 - 2013-10-21 16:18 - skyjake

- Tags set to Multiplayer, UI, Input
- Description updated

#5 - 2014-05-25 19:32 - skyjake

- Related to Bug #1809: Postfx causes other splitscreen consoles to go black/white added

#6 - 2016-07-05 23:54 - skyjake

- Status changed from In Progress to Progressed

#7 - 2019-11-29 16:28 - skyjake

- Category set to Redesign
- Target version set to Multiplayer

#8 - 2019-11-29 16:28 - skyjake

- Related to Feature #1745: Performance optimization added

#9 - 2019-11-29 16:28 - skyjake

- Related to Feature #1945: Efficient reuse of world geometry across multiple frames/passes added