

## Doomsday Engine - Feature #1441

### [MP] Option: weaponstay deathmatch

2007-03-01 18:35 - mercury13\_kiev

<b>Status:</b> New	<b>Start date:</b> 2007-03-01
<b>Priority:</b> Low	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> Enhancement	
<b>Target version:</b> Multiplayer	
<b>Description</b> I want you to make weaponstay deathmatch (like DM3 in Doom Legacy). What I mean: weapons stay, like in DM1, ammo respawns, like in DM2. Useful when you want to give everybody a gun instead of forcing him to run with a pistol.	
<b>Labels:</b> Multiplayer	
<b>Related issues:</b>	
Related to Feature #1604: Game rules (1p and MP)	<b>New</b>
Related to Feature #1457: [MP] Option to choose items/weapons/ammo on spawn	<b>New</b> <b>2007-10-04</b>
Related to Feature #1401: [MP] Options for retaining or acquiring items/keys/...	<b>New</b> <b>2006-03-24</b>

### History

#### #1 - 2007-03-31 17:39 - skyjake

- **summary:** Weaponstay deathmatch --> [MP] Weaponstay deathmatch

#### #2 - 2012-10-22 07:27 - daniij

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

#### #3 - 2013-10-18 15:43 - skyjake

- *Tags set to Multiplayer*

- *Subject changed from [MP] Weaponstay deathmatch to [MP] Option: weaponstay deathmatch*

- *Category set to Enhancement*

#### #4 - 2015-05-16 21:48 - skyjake

- *Priority changed from Normal to Low*

#### #5 - 2019-11-29 15:31 - skyjake

- *Target version set to Multiplayer*