

## Doomsday Engine - Feature #1565

### [MP] Option to remove MP flagged weapons in co-op

2012-06-25 21:20 - vermil

<b>Status:</b> New	<b>Start date:</b> 2012-06-25
<b>Priority:</b> High	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> Enhancement	
<b>Target version:</b> Multiplayer	
<b>Description</b>	
I'd like to make a request for an MP option to remove all MP flagged weapons, from spawning in co-op;	
I'm thinking of the Doom and Heretic Iwads and Vanilla maps made for either; both games spawn additional weapons in MP meant for DM, that can mess up Co-op play.	
Since Dday both lacks co-op and DM mobj flags for Doom and Heretic (HeXen features them) and even if they did, one couldn't go and edit the flags on the mobjs in the Iwad maps, I'm thinking this is the best option, as some other ports seem to agree with (some ports have long featured this option IIRC).	
<a href="http://www.dengine.net/forums/viewtopic.php?f=4&amp;t=795&amp;p=7362#p7362">http://www.dengine.net/forums/viewtopic.php?f=4&amp;t=795&amp;p=7362#p7362</a>	
<b>Labels:</b> Multiplayer	
<b>Related issues:</b>	
Related to Feature #1604: Game rules (1p and MP)	<b>New</b>

#### History

##### #1 - 2013-10-18 15:37 - skyjake

- Subject changed from Option to remove MP flagged weapons in co-op to [MP] Option to remove MP flagged weapons in co-op
- Category set to Enhancement
- Parent task set to #1604

##### #2 - 2013-10-18 15:37 - skyjake

- Tags set to Multiplayer

##### #3 - 2013-10-18 15:39 - skyjake

- Parent task deleted (#1604)

##### #4 - 2013-10-22 12:40 - skyjake

- Tags changed from Multiplayer to Multiplayer, Gameplay
- Priority changed from Normal to High

##### #5 - 2016-03-27 08:24 - skyjake

- Target version set to 2.1 (Late 2018)

##### #6 - 2018-07-29 16:53 - skyjake

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