

## Doomsday Engine - Bug #2054

Bug # 2064 (New): Bugs in HeXen Multiplayer

### [MP] No weapon pickup notification in Hexen

2015-05-16 10:44 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2015-05-16
<b>Priority:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Defect		
<b>Target version:</b>	Multiplayer		
<b>Description</b>			
In HeXen MP, when one picks up a weapon, there is no audio or visual notification of any kind.  Comparatively, mana pickups appear to produce the correct notifications.			

### History

#### #1 - 2015-05-16 15:16 - skyjake

- Tags set to Hexen, Multiplayer
- Subject changed from [HeXen] No weapon pickup notification in multiplayer to [MP] No weapon pickup notification in Hexen
- Category set to Defect
- Priority changed from Normal to Low

#### #2 - 2015-05-20 13:09 - skyjake

- Related to Bug #2064: Bugs in HeXen Multiplayer added

#### #3 - 2015-05-20 13:11 - skyjake

- Related to deleted (Bug #2064: Bugs in HeXen Multiplayer)

#### #4 - 2015-05-20 13:11 - skyjake

- Parent task set to #2064

#### #5 - 2017-04-03 13:46 - 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