

## Doomsday Engine - Feature #2377

### [Hexen] Option for monster respawn rate

2019-12-24 06:35 - skyjake

|   |                    |                    |                   |
|---|--------------------|--------------------|-------------------|
| <b>Status:</b>  | New                | <b>Start date:</b> | 2013-09-03        |
| <b>Priority:</b>  | Lowest             | <b>% Done:</b>     | 0%                |
| <b>Assignee:</b>  | Deng Team          |                    |                   |
| <b>Category:</b>  | Enhancement        |                    |                   |
| <b>Target version:</b>  | Vanilla / Gameplay |                    |                   |
| <b>Description</b>  |                    |                    |                   |
| Hexen uses a specific ACS script to continually spawn monsters.   |                    |                    |                   |
| Modify the cvar "game-deathkings-respawn-chance" to:  |                    |                    |                   |
| <ul style="list-style-type: none"><li>• Work in Hexen as well</li><li>• Check that the BEHAVIOR lump is unmodified (that script 255 comes from vanilla HEXEN.WAD)</li></ul> |                    |                    |                   |
| <a href="https://doomwiki.org/wiki/Hexen_scripted_monster_spawning">https://doomwiki.org/wiki/Hexen_scripted_monster_spawning</a>   |                    |                    |                   |
| <b>Related issues:</b>  |                    |                    |                   |
| Is duplicate of Feature #1452: [Hexen] Monster respawn rate   |                    | <b>Rejected</b>    | <b>2007-08-27</b> |
| Copied from Feature #1584: [Deathkings] Option for monster respawn rate   |                    | <b>Closed</b>      | <b>2013-09-03</b> |

### History

#### #1 - 2019-12-24 06:35 - skyjake

- Copied from Feature #1584: [Deathkings] Option for monster respawn rate added

#### #2 - 2019-12-24 06:35 - skyjake

- % Done changed from 100 to 0

#### #3 - 2019-12-24 06:38 - skyjake

- Is duplicate of Feature #1452: [Hexen] Monster respawn rate added