

# Doomsday Engine - Feature #1153

## Customizable intermissions

2003-05-17 10:10 - skyjake

<b>Status:</b> New	<b>Start date:</b> 2003-05-17
<b>Priority:</b> High	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> Redesign	
<b>Target version:</b> Modding	
<b>Description</b> The placement of the intermission 'splats' and arrows should be configurable with definition files. Values, perhaps.	
<b>Related issues:</b> Related to Feature #1608: Integrate Doomsday Script <span style="float: right;"><b>Progressed</b> 2013-10-22</span>	

### History

#### #1 - 2003-05-19 22:43 - skyjake

Logged In: YES  
user\_id=717323

InFine scripts would be very good.

#### #2 - 2003-06-15 14:55 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: NO

Also would it be possible to remove the size restriction on these things? So we could use hires sprite fonts+HUD sprites+Intermission+Title graphics?

And how about a md2 instead of the logo sprite? (I already have a 3D Doom logo)

#### #3 - 2003-09-14 21:17 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: NO

Perhaps use InFine scripts?

#### #4 - 2013-10-19 12:36 - skyjake

- Tags set to Mod, Animation, InFine
- Subject changed from Customizable Intermission Animations to Customizable intermissions
- Description updated
- Priority changed from Normal to High

#### #5 - 2019-11-29 16:09 - skyjake

- Category set to Redesign
- Target version set to Modding