Doomsday Engine - Feature #1300

Differentiating variants of monster attacks

2003-10-05 01:52 - danij

Status:	Closed	**Start date:**	2003-10-05
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:	Enhancement		
Target version:			

Description

Currently monsters use the same states in both of thier attacks. While this wasn't previously problem now it is impossible to create effects that are only used when a monster uses a certain attack.

Also a similar problem exists with Spectre. I would be usefull if the Spectre was completely seperate from the Demon rather than using a selector.

Labels: Game Objects

Related issues:

Related to Feature #1616: Selector for sprites	**New**	**2013-10-21**
Related to Feature #1244: Scripting in model definitions (e.g., dependent on ...	**Closed**	**2003-07-20**
Related to Feature #1617: Scoped definitions and variables	**New**	**2013-10-21**

History

#1 - 2003-10-06 08:23 - chilvence

Logged In: YES
user_id=675595

Sorry if I'm suggesting something that you have already tried, but can you not create the new states just by copying them from the originals and loading them after objects.ded has been parsed?

I did do a couple of new states in my soldier model to kick down some animation problems, and that worked fine, so it might be worth a try. The only thing that you will be doing that I havent done is redefining the close attack state in the actual thing definition. Sorry I would try it myself, but I finished a long day and all I can gather the energy to do is browse these RFE's... and its doubtless that I will have totally forgotten about it by the morning.

#2 - 2003-10-07 08:01 - skyjake

Logged In: YES
user_id=717323

For some monsters editing Objects.ded may be enough, but there are others whose states are directly referenced in the code. It's certainly possible to separate them all, but the process is somewhat tedious and one must be careful not to break any old code that assumes non-obvious relationships between the state/thing IDs of various objects.

#3 - 2004-02-17 21:26 - danij

Logged In: YES
user_id=849456

That is exactly why I listed it as an RFE. Any changes should be made to jDoom so as to not cause potential problems in

multiplayer with people using incompatible deds.

#4 - 2013-10-21 08:45 - skyjake

- Subject changed from Seperate shared attack states with monsters with 2 attacks to Differentiating variants of monster attacks

#5 - 2019-11-29 16:25 - skyjake

- Category set to Enhancement

- Status changed from New to Closed

- Assignee set to skyjake

- % Done changed from 0 to 100

In the new model renderer, object animation is scriptable and independent of mobj states, so this should not be an issue any more.