

Doomsday Engine - Feature #1378

DED ver 6 syntax for XG Definitions

2005-04-10 15:52 - danij

Status: Rejected	Start date: 2005-04-10
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version:	
Description Currently XG line/sector definitions must use the "old" ver 5 syntax for it's lpX/FpX etc parameters eg: <pre>Line Type { ID = 5006 Comment = "Lower when Player crosses" Flags = player_cross Flags2 = when_act any Class = plane_move Type = timed_off Count = 1 Time = 1 lp0 = "lpref_my_floor" lp2 = "spref_lowest_floor" lp4 = "bdopn" lp5 = "bdcls" lp6 = "punch" Fp0 = 3 Fp1 = 0.2 Fp3 = 0.2 Fp4 = 0.4 }</pre> It would be much easier to read if the ver 6 syntax specifics could be applied eg: <pre>Line Type { ... lp0 = my_floor lp2 = lowest_floor lp4 = bdopn lp5 = bdcls lp6 = punch ... }</pre> Obviously if Doomsday was to include a built-in XG editor then this is a bit of mute point.	
Labels: Data	
Related issues: Related to Feature #1301: Redesigned DED Reader Progressed 2003-10-05	

History

#1 - 2012-09-19 11:23 - danij

- **assigned_to:** Daniel Swanson --> nobody

#2 - 2013-10-21 20:36 - skyjake

- *Tags set to Definitions, XG*

- *Status changed from New to Rejected*

Closing this as obsolete, as (Scripted) Info will be used as a basis for definitions in the future.