# Doomsday Engine - Feature #1379

## XG refs: evaluate params at runtime

2005-04-10 18:01 - danij

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|---|---|---|---|
| **Status:** | New | **Start date:** | 2005-04-10 |
| **Priority:** | Normal | **% Done:** | 0% |
| **Assignee:** | | | |
| **Category:** | | | |
| **Target version:** | Modding | | |

**Description**

It would be great if more of the parameters required for XG line/sector classes could be aquired at runtime from map data.

For example being able to use the refering line's tag as a parameter for a music class line.
Line Type {
ID = 5006
Comment = "Play music track ID line tagged - looped"
Flags = player_cross
Flags2 = when_act | any
Class = music
Count = 1
Time = 1
Ip0 = lpref_tagged(1) # or lpref_line_tagged etc...
Ip1 = 1
}

There is potential problem here with users creating "bad" definitions which aquire non-compatible or incomplete values. This might require a fair amount of code for qualifying the data at runtime.

Another concern is the number of  Ip/Fp fields this would require so I would suggest the definition to allow setting the data component for the reference in the same field as above (or using whatever syntax you feel appropriate).

Despite the obvious issues this feature could add a lot flexibility to XG. It would certainly make an "XG library" (that could be distributed with Doomsday) much more feasible as currently too many parameters are "hard wired" resulting in many slight variant XG lines/sectors being defined.

**Labels:** XG

| **Related issues:** | | |
|---|---|---|
| Related to Feature #1620: XG 2.0 | **Progressed** | **2010-04-20** |

## History

**#1 - 2005-04-22 16:37 - danij**

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

**#2 - 2013-10-21 20:41 - skyjake**

*- Tags set to XG, Scripting*

The basic idea is good and should be elegantly addressable with Doomsday Script expressions and longer scripts embedded in the XG (2.0) definitions.

**#3 - 2013-10-21 20:43 - skyjake**

*- Subject changed from References to acquire values for currently static params to XG refs: evaluate params at runtime*

**#4 - 2017-04-03 18:48 - skyjake**

*- Target version set to Modding*