

## Doomsday Engine - Feature #1507

### [InFine] Option to pause playing script if the game is paused

2010-01-23 21:40 - vermil

<b>Status:</b> New	<b>Start date:</b> 2010-01-23
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> Modding	
<b>Description</b>	
The ability to pause playing infine if the game is paused and/or the menu opened.	
Perhaps via a flag one can place in a def.	
Maybe all in map InFine should be paused when the menu is open or the game is paused; currently they continue running in both cases, which can cause issues if the infine is suppose to be synched to events in the game world.	
<b>Related issues:</b>	
Related to Bug #613: [InFine] Inadvertent background animation	<b>New</b> <b>2009-02-25</b>
Has duplicate Feature #1536: In map InFine pauses when the menu is open?	<b>Closed</b> <b>2011-05-12</b>

#### History

##### #1 - 2013-10-22 10:45 - skyjake

- Tags set to XG, Gameplay, Scripting

- Subject changed from *The ability to pause playing infine if the game is paused* to *[InFine] Option to pause playing script if the game is paused*

Could simply be a flag in the InFine definition (pause when game paused).

##### #2 - 2013-10-22 11:19 - skyjake

- Description updated

##### #3 - 2017-04-03 18:48 - skyjake

- Target version set to Modding