

Doomsday Engine - Feature #1526

[XG] Randomizing activation/deactivation wait timer

2011-02-07 15:39 - vermil

Status: New	Start date: 2011-02-07
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Modding	
Description Randomization of the activation/deactivation wait timer. A min and max fp like field, so to speak.	
Labels: XG	
Related issues: Related to Feature #1620: XG 2.0 Progressed 2010-04-20	

History

#1 - 2013-10-22 11:02 - skyjake

- Tags set to XG
- Subject changed from XG: Randomization of the activation/deactivation wait timer to [XG] Randomizing activation/deactivation wait timer
- Category set to Enhancement

#2 - 2017-04-03 18:48 - skyjake

- Target version set to Modding