

## Doomsday Engine - Feature #1530

### [XG] ltf\_count requirement

2011-03-30 11:46 - vermil

<b>Status:</b> New	<b>Start date:</b> 2011-03-30
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> Modding	
<b>Description</b> <p>I would like to propose a new XG requirement type; ltf_count.</p> <p>With the associated fields; "Count = X", "Count above = X" and "Count below = X".</p> <p>I believe the names largely describe what I am proposing; to allow a modder to make their XG line only activate when a lines count is a specific value or within a certain range.</p> <p>"Count = X" allows the modder to make their line activate when its count is a specific value of their choice. In my opinion, this is a logical extension of the existing "when_last" requirement since it isn't limited to only activating when a line reduces its own count from 2 to 1 like "when_last" is (to be honest I'm not sure whether that when_last requirements not triggering when a lines count is reduced to 1 by other means isn't actually a bug, hence I've also posted a bug report about it; <a href="https://sourceforge.net/tracker/?func=detail&amp;atid=542099&amp;aid=3259963&amp;group_id=74815">https://sourceforge.net/tracker/?func=detail&amp;atid=542099&amp;aid=3259963&amp;group_id=74815</a>).</p> <p>What "Count above" and "Count below" would do is obvious. It provides a simpler way of allowing a modder to make their line repeat its function a specific number of than existing methods allow.</p> <p>All three flags could also be combined. Say making the line activate when the line has a Count above 8, a count of 6 and a count below 3.</p> <p><b>Labels:</b> XG</p>	
<b>Related issues:</b> <p>Related to Feature #1620: XG 2.0 <span style="float: right;"><b>Progressed</b> 2010-04-20</span></p>	

#### History

##### #1 - 2013-10-22 11:08 - skyjake

- Tags set to XG, Scripting
- Subject changed from XG: An ltf\_count requirement to [XG] ltf\_count requirement

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

- Target version set to Modding