

Doomsday Engine - Feature #1537

[XG] Activation event option when changing line types

2011-05-15 16:00 - vermil

Status: New	Start date: 2011-05-15
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version: Modding	
Description A way to send an (de)activation event immediately after changing a line type.	
Labels: XG	
Related issues: Related to Feature #1620: XG 2.0 Progressed 2010-04-20	

History

#1 - 2013-10-22 11:21 - skyjake

- Tags set to XG, MapData, Scripting

- Subject changed from XG: (de)activation event option when changing line types to [XG] Activation event option when changing line types

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

- Target version set to Modding