

Doomsday Engine - Feature #1556

[InFine] Randomized placement/selection

2012-03-26 18:48 - vermil

Status: Closed	Start date: 2012-03-26
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version:	
Description The ability to specify an approximate area of the screen for a graphic or text def to appear on, instead of an absolute location. The inspiration for this is Capstones 'Operation Body Count', a Wolf3D engine game that has blood and slime splats appear in random spots on the screen when the player is shot or hit by a missile. Labels: InFine	
Related issues:	
Related to Feature #1620: XG 2.0	Progressed 2010-04-20
Related to Feature #1608: Integrate Doomsday Script	Progressed 2013-10-22
Related to Feature #1632: InFine 2.0 (on top of Doomsday Script)	New 2013-10-22

History

#1 - 2012-04-20 13:20 - vermil

Following that logic, the ability to randomly select from a range of graphics; say BOB1-5.

#2 - 2013-10-22 12:22 - skyjake

- Tags set to InFine, Scripting
- Subject changed from Infine: limited placement randomization to [InFine] Randomized placement
- Category set to Enhancement

#3 - 2013-10-22 12:23 - skyjake

- Subject changed from [InFine] Randomized placement to [InFine] Randomized placement/selection

#4 - 2019-11-29 19:12 - skyjake

- Related to Feature #1632: InFine 2.0 (on top of Doomsday Script) added

#5 - 2019-11-29 19:13 - skyjake

- Status changed from New to Closed

Closing since [#1632](#) gives this automatically.