

## Doomsday Engine - Feature #1559

### State and sprite without a mobj (SMT2A0/STLAG)

2012-05-05 17:15 - vermil

<b>Status:</b> New	<b>Start date:</b> 2012-05-05
<b>Priority:</b> Low	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> 3rd party compatibility	
<b>Target version:</b> Modding	
<b>Description</b>	
<p>I imagine the summary is probably very vague, but I couldn't think of a better one.</p> <p>In Doom and Doom2, there is an unused sprite, SMT2A0, of a grey stalagmite. This sprite is attached to an unused state called "STLAG".</p> <p>Skulltag, followed by ZDoom and other decorate supporting ports added a mob def for this state and sprite:</p> <pre>ACTOR Stalagmite 5050 {     Game Doom     Radius 16     Height 48     +SOLID     States     {         Spawn:         SMT2 A -1         Stop     } }</pre> <p>How likely is it that Doomsday could do the same; I'm mainly thinking of cross port compatibility?</p>	
<b>Related issues:</b>	
Related to Feature #1544: Support for ZDoom's Decorate function	<b>New</b> <b>2011-08-03</b>

#### History

##### #1 - 2013-10-22 12:27 - skyjake

- Tags set to Sprites, Definitions
- Category set to 3rd party compatibility

##### #2 - 2013-10-22 12:28 - skyjake

- Subject changed from State and sprite in Doom without a mob to State and sprite without a mobj

##### #3 - 2013-10-22 12:28 - skyjake

- Tags changed from Sprites, Definitions to Sprites, Definitions, Doom

##### #4 - 2013-10-22 12:31 - skyjake

- Subject changed from State and sprite without a mobj to State and sprite without a mobj (SMT2A0/STLAG)
- Description updated

##### #5 - 2019-11-29 19:14 - skyjake

- Priority changed from Normal to Low
- Target version set to Modding