

Doomsday Engine - Feature #1608

Integrate Doomsday Script

2013-10-19 18:57 - skyjake

Status: Progressed	Start date: 2013-10-22																																																									
Priority: High	% Done: 20%																																																									
Assignee: skyjake																																																										
Category: Redesign																																																										
Target version: Modding																																																										
Description Doomsday Script should be integrated into all relevant subsystems. <ul style="list-style-type: none">• Console should allow executing scripts.• InFine should allow embedding scripts within the animation commands.• XG should allow scripts for defining functionality instead of hard-coded line/sector classes.• Definitions should allow embedded scripts (via ScriptedInfo).• Game objects/entities should allow thinkers implemented as script functions.• UI logic and menu structure should be implemented as scripts.																																																										
Subtasks: Feature # 1632: InFine 2.0 (on top of Doomsday Script) New Feature # 1633: Console commands and Doomsday Script New Feature # 1823: Subclassing in Doomsday Script Closed																																																										
Related issues: <table><tr><td>Related to Feature #1197: Scriptable UI</td><td>Rejected</td><td>2003-06-17</td></tr><tr><td>Related to Feature #1153: Customizable intermissions</td><td>New</td><td>2003-05-17</td></tr><tr><td>Related to Feature #1301: Redesigned DED Reader</td><td>Progressed</td><td>2003-10-05</td></tr><tr><td>Related to Feature #1190: External scripts for mobj behavior</td><td>Progressed</td><td>2003-06-15</td></tr><tr><td>Related to Feature #1208: Game extension plugins</td><td>Rejected</td><td>2003-06-27</td></tr><tr><td>Related to Feature #1244: Scripting in model definitions (e.g., dependent on ...</td><td>Closed</td><td>2003-07-20</td></tr><tr><td>Related to Feature #1264: Conditional decorations</td><td>New</td><td>2003-08-12</td></tr><tr><td>Related to Feature #1331: [InFine] Evaluate cvars with IF condition</td><td>New</td><td>2004-02-20</td></tr><tr><td>Related to Feature #1376: Externally spawned mobjs</td><td>New</td><td>2005-04-02</td></tr><tr><td>Related to Feature #1447: Co-op player actions (giving, healing)</td><td>New</td><td>2007-05-24</td></tr><tr><td>Related to Feature #1465: [XG] "Player needs object X" message</td><td>New</td><td>2008-07-05</td></tr><tr><td>Related to Feature #1556: [InFine] Randomized placement/selection</td><td>Closed</td><td>2012-03-26</td></tr><tr><td>Related to Feature #1620: XG 2.0</td><td>Progressed</td><td>2010-04-20</td></tr><tr><td>Related to Feature #1970: Scriptable map entry/exit, cycling</td><td>New</td><td>2015-02-11</td></tr><tr><td>Related to Feature #2352: [Heretic] Scripted touch action for special things</td><td>Closed</td><td>2019-11-16</td></tr><tr><td>Related to Feature #1389: [InFine] Check if resource originates from an IWAD</td><td>New</td><td>2005-10-13</td></tr><tr><td>Related to Feature #1699: Particle renderer 2.0</td><td>New</td><td>2014-01-03</td></tr><tr><td>Related to Feature #1394: Consistent map scoping in definitions</td><td>New</td><td>2005-11-06</td></tr><tr><td>Related to Feature #2374: "On death" script to run when a thing is killed</td><td>Closed</td><td>2019-12-21</td></tr></table>		Related to Feature #1197: Scriptable UI	Rejected	2003-06-17	Related to Feature #1153: Customizable intermissions	New	2003-05-17	Related to Feature #1301: Redesigned DED Reader	Progressed	2003-10-05	Related to Feature #1190: External scripts for mobj behavior	Progressed	2003-06-15	Related to Feature #1208: Game extension plugins	Rejected	2003-06-27	Related to Feature #1244: Scripting in model definitions (e.g., dependent on ...	Closed	2003-07-20	Related to Feature #1264: Conditional decorations	New	2003-08-12	Related to Feature #1331: [InFine] Evaluate cvars with IF condition	New	2004-02-20	Related to Feature #1376: Externally spawned mobjs	New	2005-04-02	Related to Feature #1447: Co-op player actions (giving, healing)	New	2007-05-24	Related to Feature #1465: [XG] "Player needs object X" message	New	2008-07-05	Related to Feature #1556: [InFine] Randomized placement/selection	Closed	2012-03-26	Related to Feature #1620: XG 2.0	Progressed	2010-04-20	Related to Feature #1970: Scriptable map entry/exit, cycling	New	2015-02-11	Related to Feature #2352: [Heretic] Scripted touch action for special things	Closed	2019-11-16	Related to Feature #1389: [InFine] Check if resource originates from an IWAD	New	2005-10-13	Related to Feature #1699: Particle renderer 2.0	New	2014-01-03	Related to Feature #1394: Consistent map scoping in definitions	New	2005-11-06	Related to Feature #2374: "On death" script to run when a thing is killed	Closed	2019-12-21
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History

#1 - 2013-10-20 08:44 - skyjake

- Tracker changed from Bug to Feature

#2 - 2014-09-08 08:31 - skyjake

- Related to deleted (Feature #1630: Implement game menus with InFine (InFineWidget))

#3 - 2015-02-11 17:51 - skyjake

- Related to Feature #1970: Scriptable map entry/exit, cycling added

#4 - 2016-07-06 00:08 - skyjake

- Status changed from *In Progress* to *Progressed*

- % Done changed from 33 to 0

#5 - 2016-08-09 11:05 - skyjake

- Target version set to *Modding*

#6 - 2018-11-05 08:50 - skyjake

- % Done changed from 0 to 20

#7 - 2019-11-16 21:52 - skyjake

- Related to Feature #2352: *[Heretic] Scripted touch action for special things added*

#8 - 2019-11-29 18:38 - skyjake

- Related to Feature #1389: *[InFine] Check if resource originates from an IWAD added*

#9 - 2019-11-29 18:42 - skyjake

- Related to Feature #1699: *Particle renderer 2.0 added*

#10 - 2019-11-29 21:25 - skyjake

- Related to Feature #1394: *Consistent map scoping in definitions added*

#11 - 2019-12-21 12:18 - skyjake

- Related to Feature #2374: *"On death" script to run when a thing is killed added*