

## Doomsday Engine - Feature #1616

### Selector for sprites

2013-10-21 07:23 - skyjake

<b>Status:</b> New	<b>Start date:</b> 2013-10-21
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> Enhancement	
<b>Target version:</b> Modding	
<b>Description</b> <i>(suggested by vermil)</i>  It might also be interesting to see the selector mechanism of models extended to sprites.  For instance, Doomers have made custom sprites of the Doom marine carrying every weapon and a bunch of Imp sprite variants.	
<b>Related issues:</b>	
Related to Feature #1244: Scripting in model definitions (e.g., dependent on ...	<b>Closed</b> <b>2003-07-20</b>
Related to Feature #1617: Scoped definitions and variables	<b>New</b> <b>2013-10-21</b>
Related to Feature #1281: Random monster variations	<b>Closed</b> <b>2003-09-11</b>
Related to Feature #1300: Differentiating variants of monster attacks	<b>Closed</b> <b>2003-10-05</b>
Related to Feature #1539: Armor, powerups (object status) controls 3D model r...	<b>Progressed</b> <b>2011-06-18</b>

### History

#### #1 - 2019-11-29 18:35 - skyjake

- Target version set to Modding

#### #2 - 2019-11-29 19:03 - skyjake

- Related to Feature #1539: Armor, powerups (object status) controls 3D model representation added