

Doomsday Engine - Feature #1618

Decorations/effects for game events (power up, damage, etc.)

2013-10-21 08:28 - skyjake

Status:	New	Start date:	2013-10-21
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Enhancement		
Target version:	Modding		
Description			
Creation of an external definition to govern the visual effects of power-ups, damage, killed etc.			
Maybe a standard definition (effects only) that is added to main definition (so that scaling etc is still correct).			
<i>(copied from an accidentally deleted old RFE called "Power Up Effects")</i>			
Related issues:			
Related to Feature #1617: Scoped definitions and variables		New	2013-10-21
Related to Feature #1414: Generate particles when touching a plane		New	2006-08-03
Related to Feature #1620: XG 2.0		Progressed	2010-04-20

History

#1 - 2013-10-21 08:32 - skyjake

Essentially there should be a mechanism that enables one to set up a trigger condition and then start various effects when it is triggered (similarly to how particle generators already work).

Such a mechanism should work with lights, audio, and script callbacks as well. Spawning mobs would also be one way to handle the effect (perhaps via a script).

#2 - 2013-10-22 08:22 - skyjake

- *Tracker changed from Bug to Feature*

#3 - 2019-11-29 18:40 - skyjake

- *Related to Feature #1620: XG 2.0 added*

#4 - 2019-11-29 18:43 - skyjake

- *Target version set to Modding*