

Doomsday Engine - Feature #1620

XG 2.0

2013-10-21 16:41 - skyjake

Status: Progressed	Start date: 2010-04-20
Priority: High	% Done: 20%
Assignee: Deng Team	
Category: Redesign	
Target version: Modding	
Description XG 1.0 is quite limited and contains plenty of hard-coded functionality. It needs to be integrated with Doomsday Script and other powerful mechanisms like a generic scoping system.	
Subtasks: Bug # 1105: XG sector ambient sounds not saved/loaded Closed Bug # 899: XG stops working when loading a save game Closed	
Related issues:	
Related to Feature #1617: Scoped definitions and variables	New 2013-10-21
Related to Feature #1324: XG music lines	New 2004-01-29
Related to Feature #1327: Render extra plane in XG sector	New 2004-02-16
Related to Feature #1350: Stair Builder: spread build on tagged sector range	New 2004-07-21
Related to Feature #1374: XG refs: logical NOT	New 2005-04-01
Related to Feature #1379: XG refs: evaluate params at runtime	New 2005-04-10
Related to Feature #1461: Separate chain/event derived/driven behaviour for XG	New 2008-03-02
Related to Feature #1465: [XG] "Player needs object X" message	New 2008-07-05
Related to Feature #1467: [XG] Incorporate vanilla line/sector types	New 2008-07-11
Related to Feature #1491: Variable damage for the pmf_crush plane move flag	New 2009-04-29
Related to Feature #1493: Opposites for mobj_gone and activator_type requirem...	New 2009-05-19
Related to Feature #1524: [XG] Ability to do anything with ammo, weapons and ...	New 2010-10-26
Related to Feature #1526: [XG] Randomizing activation/deactivation wait timer	New 2011-02-07
Related to Feature #1530: [XG] ltf_count requirement	New 2011-03-30
Related to Feature #1537: [XG] Activation event option when changing line types	New 2011-05-15
Related to Feature #1556: [InFine] Randomized placement/selection	Closed 2012-03-26
Related to Feature #1608: Integrate Doomsday Script	Progressed 2013-10-22
Related to Feature #2051: XG test suite / demo map	New 2015-05-14
Related to Feature #1190: External scripts for mobj behavior	Progressed 2003-06-15
Related to Feature #1618: Decorations/effects for game events (power up, dama...	New 2013-10-21
Related to Feature #1475: Spawnmobj "deaf" things	New 2008-11-06
Related to Feature #1539: Armor, powerups (object status) controls 3D model r...	Progressed 2011-06-18
Related to Feature #1727: Apply colored sector lighting by sector via DED	New 2014-02-09

History

#1 - 2013-10-21 16:44 - skyjake

- Tracker changed from Bug to Feature

#2 - 2015-05-14 11:57 - skyjake

- Related to Feature #2051: XG test suite / demo map added

#3 - 2016-03-27 08:58 - skyjake

- % Done changed from 100 to 20

#4 - 2016-07-06 09:23 - skyjake

- Status changed from New to Progressed

#5 - 2019-11-26 15:33 - skyjake

- *Target version set to Modding*

#6 - 2019-11-29 16:13 - skyjake

- *Related to Feature #1190: External scripts for mobj behavior added*

#7 - 2019-11-29 18:40 - skyjake

- *Related to Feature #1618: Decorations/effects for game events (power up, damage, etc.) added*

#8 - 2019-11-29 18:47 - skyjake

- *Related to Feature #1475: Spawnmobj "deaf" things added*

#9 - 2019-11-29 19:04 - skyjake

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

#10 - 2019-11-29 19:05 - skyjake

- *Description updated*

#11 - 2019-11-29 19:25 - skyjake

- *Related to Feature #1727: Apply colored sector lighting by sector via DED added*