

Doomsday Engine - Feature #1632

Feature # 1608 (Progressed): Integrate Doomsday Script

InFine 2.0 (on top of Doomsday Script)

2013-10-22 15:09 - skyjake

Status:	New	Start date:	2013-10-22
Priority:	High	% Done:	0%
Assignee:	Deng Team		
Category:	Redesign		
Target version:	Modding		
Description			
<p>InFine is a specialized language for specifying UI animation scripts. It also has some features for interactivity, however there is a need (#1630) to expand that much further.</p> <p>InFine should be redesigned to be a convenience layer over Doomsday Script. In practice, each InFine command would be automatically translated to a Doomsday Script function call. InFine objects would be regular variables inside a script process reserved for running the animation.</p> <p>This way Doomsday Script can provide a powerful basis for extending the capabilities of InFine into containing whatever logic is needed by the animations and/or UIs. InFine would remain as a convenience/backwards compatible language for specifying finales, animations, and UIs.</p> <p>Also, plain Doomsday Script can be used to manipulate InFine objects freely through variables.</p>			
Related issues:			
Related to Feature #1630: Implement game menus with InFine (InFineWidget)		New	2013-10-22
Related to Feature #1331: [InFine] Evaluate cvars with IF condition		New	2004-02-20
Related to Feature #1357: [InFine] More blending modes (add/mul/inv etc)		New	2004-08-17
Related to Feature #1389: [InFine] Check if resource originates from an IWAD		New	2005-10-13
Related to Feature #1451: [InFine] stopsound		New	2007-08-10
Related to Feature #1556: [InFine] Randomized placement/selection		Closed	2012-03-26

History

#1 - 2013-10-22 15:10 - skyjake

- Parent task set to #1608

#2 - 2013-10-22 15:18 - skyjake

- Description updated

#3 - 2014-09-08 08:31 - skyjake

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

#4 - 2015-03-05 09:36 - skyjake

- Description updated

#5 - 2019-11-29 12:31 - skyjake

- Target version set to Modding

#6 - 2019-11-29 16:41 - skyjake

- Related to Feature #1331: [InFine] Evaluate cvars with IF condition added

#7 - 2019-11-29 16:43 - skyjake

- Related to Feature #1357: [InFine] More blending modes (add/mul/inv etc) 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 18:45 - skyjake

- Related to Feature #1451: [InFine] stopsound added

#10 - 2019-11-29 19:12 - skyjake

- Related to Feature #1556: [InFine] Randomized placement/selection added