

Doomsday Engine - Feature #1633

Feature # 1608 (Progressed): Integrate Doomsday Script

Console commands and Doomsday Script

2013-10-22 15:32 - skyjake

Status:	New	Start date:	2013-10-22
Priority:	High	% Done:	0%
Assignee:	skyjake		
Category:	Redesign		
Target version:	3.x		
Description			
<p>The interactive console is intended to be a nice and easy way to modify engine configuration and execute certain commands. Doomsday Script, on the hand, is not as well-suited for interactive use as it has a more complicated syntax.</p> <p>Presently (1.12), the console subsystem goes all the way back to the start of the project, and is not a very clean implementation. It should be completely replaced with a translation layer that parses the console command syntax and maps it to equivalent Doomsday Script.</p> <p>In practice this means that all the console variables and commands need to be mapped into some location visible to Doomsday Script, e.g., <code>rend-model</code> in <code>libdoom</code> → <code>Config.plugin.doom.rend.model</code> (dashes automatically converted to dots thanks to PathTree).</p>			
Related issues:			
Related to Feature #1290: Session-only cvars		New	2003-09-23
Related to Feature #2241: Configure games via Home UI (advanced users, cf. au...		Progressed	2017-04-05
Related to Feature #1793: Use rich formatting in help strings		New	2014-05-01

History

#1 - 2013-10-22 15:34 - skyjake

- Description updated

#2 - 2017-04-03 18:50 - skyjake

- Related to Feature #1290: Session-only cvars added

#3 - 2017-04-05 18:56 - skyjake

- Related to Feature #2241: Configure games via Home UI (advanced users, cf. `autoexec.cfg`) added

#4 - 2019-10-14 10:26 - skyjake

- Related to Feature #1793: Use rich formatting in help strings added

#5 - 2019-11-29 20:24 - skyjake

- Target version set to 3.x