

# Doomsday Engine - Feature #1768

## Boom compatibility

2014-04-18 08:39 - skyjake

<b>Status:</b> Progressed	<b>Start date:</b> 2004-02-08
<b>Priority:</b> High	<b>% Done:</b> 20%
<b>Assignee:</b>	
<b>Category:</b> 3rd party compatibility	
<b>Target version:</b> Modding	
<b>Description</b> <a href="#">PrBoom</a> adds many modding features and gameplay enhancements to Doom without sacrificing vanilla compatibility. Doomsday and libdoom should have support for these features.	
<b>Subtasks:</b> Feature # 1325: Boom line types and sectors <span style="float: right;"><b>Progressed</b></span>	
<b>Related issues:</b>	
Related to Feature #2155: BOOM support for sunlust.wad	<b>New</b> <b>2016-04-02</b>
Related to Bug #2013: [Doom] Pain Elemental Vanilla/Boom compatibility option	<b>New</b> <b>2015-04-08</b>
Related to Bug #2012: [Doom] Boom bug in Memento Mori II	<b>New</b> <b>2015-04-08</b>

### History

#### #1 - 2014-04-18 08:42 - skyjake

daniij has been working on this for years and much of the required work has already been done:

<http://dengine.net/forums/viewtopic.php?f=9&t=1368&p=8917#p8916>

The significant remaining jobs are (ordered from most to least important):

- implement their method of "generalised line specials" in libcommon (later on, merge with XG 2.0? [#1620](#))
- implement the various new thinker types
- extend the renderer with support for translucent walls
- extend the renderer to allow multiple skies to draw from the same view point (the sky geometry is essentially split vertically into horizontal sections using the map vertices)

#### #2 - 2014-05-10 12:38 - Gary

I wonder what it would be like if you combine Boom with models, if that is even possible.

#### #3 - 2015-05-31 18:26 - skyjake

- Description updated

#### #4 - 2015-05-31 18:26 - skyjake

- Description updated

#### #5 - 2016-07-06 00:01 - skyjake

- Status changed from In Progress to Progressed

#### #6 - 2019-11-29 12:31 - skyjake

- Target version set to Modding

#### #7 - 2019-11-29 23:28 - skyjake

- Related to Feature #2155: BOOM support for sunlust.wad added

#### #8 - 2019-11-29 23:29 - skyjake

- Related to Bug #2013: [Doom] Pain Elemental Vanilla/Boom compatibility option added

#### #9 - 2019-11-29 23:30 - skyjake

- Related to Bug #2012: [Doom] Boom bug in Memento Mori II added