

Doomsday Engine - Feature #2316

Scriptable custom state action functions

2019-01-20 11:04 - skyjake

Status: Closed	Start date: 2019-01-20
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category: Enhancement	
Target version: 2.2 (2019)	
Description States could use Doomsday Script to implement actions for powerful customizability.	
Related issues: Related to Feature #2349: [Heretic] Various improvements and modding features Closed 2019-10-27	

Associated revisions

Revision 447ad661 - 2019-01-20 11:05 - skyjake

State actions using Doomsday Script

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Revision 315d7a18 - 2019-01-27 17:34 - skyjake

Heretic|Scripting: Spawning homing missiles

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Revision bc0b0e80 - 2019-02-07 18:06 - skyjake

Heretic: Whirlwind state when spawning missiles

The special counters were missing when spawning MT_WHIRLWIND via custom methods.

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History

#1 - 2019-10-27 20:12 - skyjake

- Related to Feature #2349: [Heretic] Various improvements and modding features added

#2 - 2019-12-17 11:17 - skyjake

- Status changed from Resolved to Closed