

## Doomsday Engine - Feature #1544

### Support for ZDoom's Decorate function

2011-08-03 22:47 - archekruz

<b>Status:</b>	New	<b>Start date:</b>	2011-08-03
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	3rd party compatibility		
<b>Target version:</b>	Modding		
<b>Description</b>			
<p>As far as I know, Doomsday's capability to modify weapon behavior, and add new weapons/monsters etc is limited to DeHacked patches and its own customization system. However, Zdoom and its derivatives are most popular for their Decorate function that allows modders to easily add in weapon, item, inventory, monsters and tweak their behaviour with great precision. Two ideas I have to implement compatibility in Doomsday for the DECORATE function is to a) have an extra DECORATE subsystem added to the codebase so it can also understand DECORATE code natively or b) an interpreter that can automatically translate DECORATE code into a language Doomsday can understand, (as faithfully as possible)</p> <p>Question : Is jDoom capable of understanding ACS?</p>			
<b>Labels:</b> Customizability			
<b>Related issues:</b>			
Related to Feature #1376: Externally spawned mobjs		<b>New</b>	<b>2005-04-02</b>
Related to Feature #1559: State and sprite without a mobj (SMT2A0/STLAG)		<b>New</b>	<b>2012-05-05</b>

#### History

##### #1 - 2013-10-21 20:33 - skyjake

- Tags set to ZDoom, Decorations, MapData

- Subject changed from Support for ZDoom's Decorate function? to Support for ZDoom's Decorate function

- Category set to 3rd party compatibility

##### #2 - 2013-10-22 11:35 - skyjake

Question : Is jDoom capable of understanding ACS?

Not presently; see [#1252](#).

##### #3 - 2019-11-29 12:31 - skyjake

- Target version set to Modding