Doomsday Engine - Feature #1620

XG 2.0

2013-10-21 16:41 - skyjake

Status:	Progressed		**Start date:**	2010-04-20
Priority:	High		**% Done:**	20%
Assignee:	Deng Team			
Category:	Redesign			
Target version:	Modding			

Description

XG 1.0 is quite limited and contains plenty of hard-coded functionality. It needs to be integrated with Doomsday Script and other powerful mechanisms like a generic scoping system.

Subtasks:

Bug # 1105: XG sector ambient sounds not saved/loaded	**Closed**
Bug # 899: XG stops working when loading a save game	**Closed**

Related issues:

Related to Feature #1617: Scoped definitions and variables	**New**	2013-10-21
Related to Feature #1324: XG music lines	**New**	2004-01-29
Related to Feature #1327: Render extra plane in XG sector	**New**	2004-02-16
Related to Feature #1350: Stair Builder: spread build on tagged sector range	**New**	2004-07-21
Related to Feature #1374: XG refs: logical NOT	**New**	2005-04-01
Related to Feature #1379: XG refs: evaluate params at runtime	**New**	2005-04-10
Related to Feature #1461: Separate chain/event derived/driven behaviour for XG	**New**	2008-03-02
Related to Feature #1465: [XG] "Player needs object X" message	**New**	2008-07-05
Related to Feature #1467: [XG] Incorporate vanilla line/sector types	**New**	2008-07-11
Related to Feature #1491: Variable damage for the pmf_crush plane move flag	**New**	2009-04-29
Related to Feature #1493: Opposites for mobj_gone and activator_type requirem...	**New**	2009-05-19
Related to Feature #1524: [XG] Ability to do anything with ammo, weapons and ...	**New**	2010-10-26
Related to Feature #1526: [XG] Randomizing activation/deactivation wait timer	**New**	2011-02-07
Related to Feature #1530: [XG] ltf_count requirement	**New**	2011-03-30
Related to Feature #1537: [XG] Activation event option when changing line types	**New**	2011-05-15
Related to Feature #1556: [InFine] Randomized placement/selection	**Closed**	2012-03-26
Related to Feature #1608: Integrate Doomsday Script	**Progressed**	2013-10-22
Related to Feature #2051: XG test suite / demo map	**New**	2015-05-14
Related to Feature #1190: External scripts for mobj behavior	**Progressed**	2003-06-15
Related to Feature #1618: Decorations/effects for game events (power up, dama...	**New**	2013-10-21
Related to Feature #1475: Spawnmobj "deaf" things	**New**	2008-11-06
Related to Feature #1539: Armor, powerups (object status) controls 3D model r...	**Progressed**	2011-06-18
Related to Feature #1727: Apply colored sector lighting by sector via DED	**New**	2014-02-09

History

#1 - 2013-10-21 16:44 - skyjake

- *Tracker changed from Bug to Feature*

#2 - 2015-05-14 11:57 - skyjake

- *Related to Feature #2051: XG test suite / demo map added*

#3 - 2016-03-27 08:58 - skyjake

- *% Done changed from 100 to 20*

#4 - 2016-07-06 09:23 - skyjake

- *Status changed from New to Progressed*

#5 - 2019-11-26 15:33 - skyjake

- Target version set to Modding

#6 - 2019-11-29 16:13 - skyjake

- Related to Feature #1190: External scripts for mobj behavior added

#7 - 2019-11-29 18:40 - skyjake

- Related to Feature #1618: Decorations/effects for game events (power up, damage, etc.) added

#8 - 2019-11-29 18:47 - skyjake

- Related to Feature #1475: Spawnmobj "deaf" things added

#9 - 2019-11-29 19:04 - skyjake

- Related to Feature #1539: Armor, powerups (object status) controls 3D model representation added

#10 - 2019-11-29 19:05 - skyjake

- Description updated

#11 - 2019-11-29 19:25 - skyjake

- Related to Feature #1727: Apply colored sector lighting by sector via DED added