

# Doomsday Engine - Feature #1620

## XG 2.0

2013-10-21 16:41 - skyjake

|   |                               |
|---|-------------------------------|
| <b>Status:</b> Progressed   | <b>Start date:</b> 2010-04-20 |
| <b>Priority:</b> High   | <b>% Done:</b> 20%            |
| <b>Assignee:</b> Deng Team  |                               |
| <b>Category:</b> Redesign   |                               |
| <b>Target version:</b> Modding  |                               |
| <b>Description</b><br>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.            |                               |
| <b>Subtasks:</b><br>Bug # 1105: XG sector ambient sounds not saved/loaded <span style="float: right;">Closed</span><br>Bug # 899: XG stops working when loading a save game <span style="float: right;">Closed</span> |                               |
| <b>Related issues:</b>  |                               |
| Related to Feature #1617: Scoped definitions and variables  | <b>New</b> 2013-10-21         |
| Related to Feature #1324: XG music lines  | <b>New</b> 2004-01-29         |
| Related to Feature #1327: Render extra plane in XG sector   | <b>New</b> 2004-02-16         |
| Related to Feature #1350: Stair Builder: spread build on tagged sector range  | <b>New</b> 2004-07-21         |
| Related to Feature #1374: XG refs: logical NOT  | <b>New</b> 2005-04-01         |
| Related to Feature #1379: XG refs: evaluate params at runtime   | <b>New</b> 2005-04-10         |
| Related to Feature #1461: Separate chain/event derived/driven behaviour for XG  | <b>New</b> 2008-03-02         |
| Related to Feature #1465: [XG] "Player needs object X" message  | <b>New</b> 2008-07-05         |
| Related to Feature #1467: [XG] Incorporate vanilla line/sector types  | <b>New</b> 2008-07-11         |
| Related to Feature #1491: Variable damage for the pmf_crush plane move flag   | <b>New</b> 2009-04-29         |
| Related to Feature #1493: Opposites for mobj_gone and activator_type requirem...  | <b>New</b> 2009-05-19         |
| Related to Feature #1524: [XG] Ability to do anything with ammo, weapons and ...  | <b>New</b> 2010-10-26         |
| Related to Feature #1526: [XG] Randomizing activation/deactivation wait timer   | <b>New</b> 2011-02-07         |
| Related to Feature #1530: [XG] ltf_count requirement  | <b>New</b> 2011-03-30         |
| Related to Feature #1537: [XG] Activation event option when changing line types   | <b>New</b> 2011-05-15         |
| Related to Feature #1556: [InFine] Randomized placement/selection   | <b>Closed</b> 2012-03-26      |
| Related to Feature #1608: Integrate Doomsday Script   | <b>Progressed</b> 2013-10-22  |
| Related to Feature #2051: XG test suite / demo map  | <b>New</b> 2015-05-14         |
| Related to Feature #1190: External scripts for mobj behavior  | <b>Progressed</b> 2003-06-15  |
| Related to Feature #1618: Decorations/effects for game events (power up, dama...  | <b>New</b> 2013-10-21         |
| Related to Feature #1475: Spawnmobj "deaf" things   | <b>New</b> 2008-11-06         |
| Related to Feature #1539: Armor, powerups (object status) controls 3D model r...  | <b>Progressed</b> 2011-06-18  |
| Related to Feature #1727: Apply colored sector lighting by sector via DED   | <b>New</b> 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*