

## Doomsday Engine - Feature #1633

Feature # 1608 (Progressed): Integrate Doomsday Script

### Console commands and Doomsday Script

2013-10-22 15:32 - skyjake

<b>Status:</b>	New	<b>Start date:</b>	2013-10-22
<b>Priority:</b>	High	<b>% Done:</b>	0%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Redesign		
<b>Target version:</b>	3.x		
<b>Description</b>			
<p>The interactive console is intended to be a nice and easy way to modify engine configuration and execute certain commands. Doomsday Script, on the hand, is not as well-suited for interactive use as it has a more complicated syntax.</p> <p>Presently (1.12), the console subsystem goes all the way back to the start of the project, and is not a very clean implementation. It should be completely replaced with a translation layer that parses the console command syntax and maps it to equivalent Doomsday Script.</p> <p>In practice this means that all the console variables and commands need to be mapped into some location visible to Doomsday Script, e.g., <code>rend-model</code> in <code>libdoom</code> → <code>Config.plugin.doom.rend.model</code> (dashes automatically converted to dots thanks to PathTree).</p>			
<b>Related issues:</b>			
Related to Feature #1290: Session-only cvars		<b>New</b>	<b>2003-09-23</b>
Related to Feature #2241: Configure games via Home UI (advanced users, cf. au...		<b>Progressed</b>	<b>2017-04-05</b>
Related to Feature #1793: Use rich formatting in help strings		<b>New</b>	<b>2014-05-01</b>

### History

#### #1 - 2013-10-22 15:34 - skyjake

- Description updated

#### #2 - 2017-04-03 18:50 - skyjake

- Related to Feature #1290: Session-only cvars added

#### #3 - 2017-04-05 18:56 - skyjake

- Related to Feature #2241: Configure games via Home UI (advanced users, cf. autoexec.cfg) added

#### #4 - 2019-10-14 10:26 - skyjake

- Related to Feature #1793: Use rich formatting in help strings added

#### #5 - 2019-11-29 20:24 - skyjake

- Target version set to 3.x