

Doomsday Engine - Feature #1768

Boom compatibility

2014-04-18 08:39 - skyjake

Status:	Progressed	Start date:	2004-02-08
Priority:	High	% Done:	20%
Assignee:			
Category:	3rd party compatibility		
Target version:	Modding		
Description PrBoom adds many modding features and gameplay enhancements to Doom without sacrificing vanilla compatibility. Doomsday and libdoom should have support for these features.			
Subtasks: Feature # 1325: Boom line types and sectors Progressed			
Related issues:			
Related to Feature #2155: BOOM support for sunlust.wad		New	2016-04-02
Related to Bug #2013: [Doom] Pain Elemental Vanilla/Boom compatibility option		New	2015-04-08
Related to Bug #2012: [Doom] Boom bug in Memento Mori II		New	2015-04-08

History

#1 - 2014-04-18 08:42 - skyjake

daniij has been working on this for years and much of the required work has already been done:

<http://dengine.net/forums/viewtopic.php?f=9&t=1368&p=8917#p8916>

The significant remaining jobs are (ordered from most to least important):

- implement their method of "generalised line specials" in libcommon (later on, merge with XG 2.0? [#1620](#))
- implement the various new thinker types
- extend the renderer with support for translucent walls
- extend the renderer to allow multiple skies to drawn from the same view point (the sky geometry is essentially split vertically into horizontal sections using the map vertices)

#2 - 2014-05-10 12:38 - Gary

I wonder what it would be like if you combine Boom with models, if that is even possible.

#3 - 2015-05-31 18:26 - skyjake

- Description updated

#4 - 2015-05-31 18:26 - skyjake

- Description updated

#5 - 2016-07-06 00:01 - skyjake

- Status changed from In Progress to Progressed

#6 - 2019-11-29 12:31 - skyjake

- Target version set to Modding

#7 - 2019-11-29 23:28 - skyjake

- Related to Feature #2155: BOOM support for sunlust.wad added

#8 - 2019-11-29 23:29 - skyjake

- Related to Bug #2013: [Doom] Pain Elemental Vanilla/Boom compatibility option added

#9 - 2019-11-29 23:30 - skyjake

- Related to Bug #2012: [Doom] Boom bug in Memento Mori II added